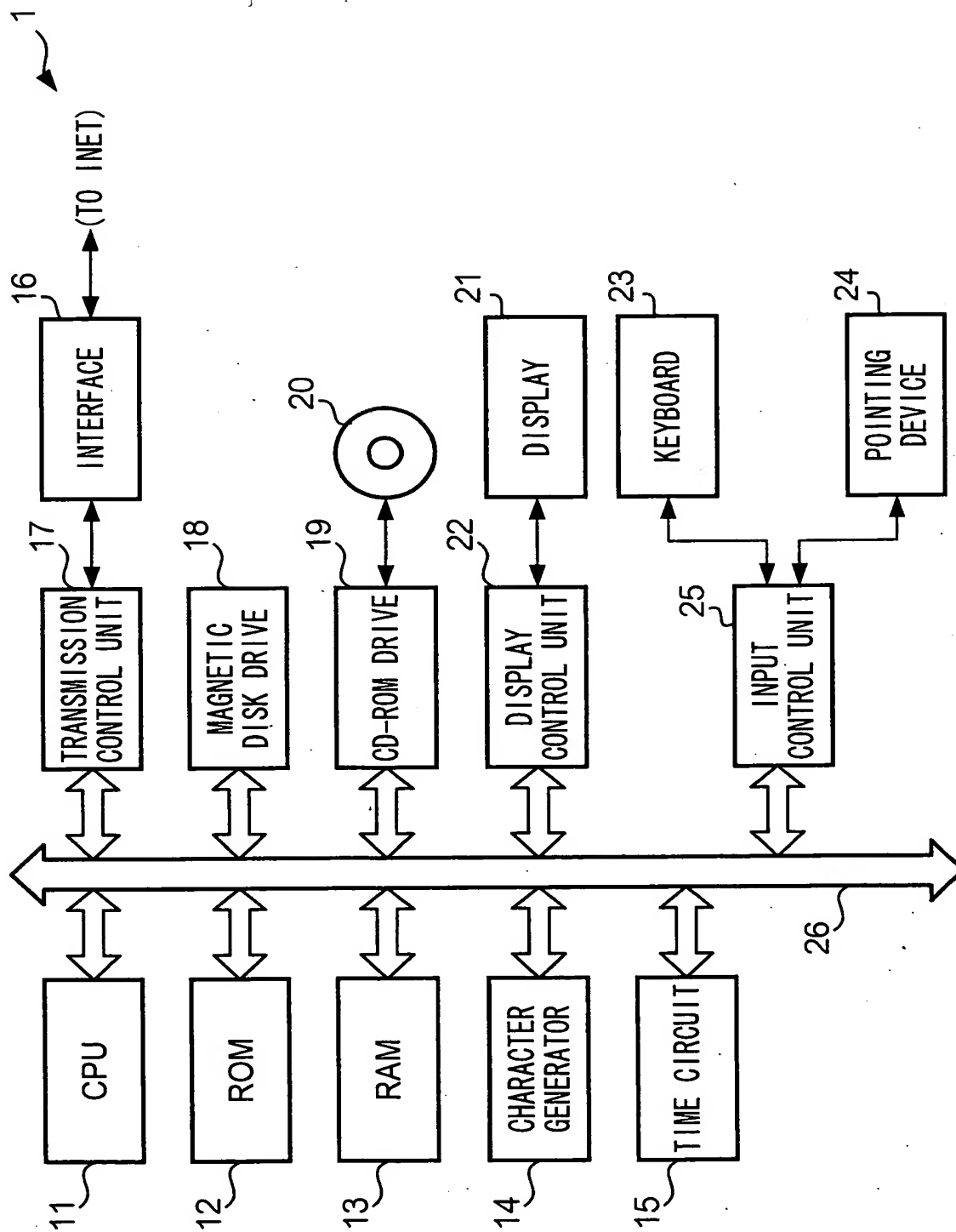


FIG. 1



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FIG. 2

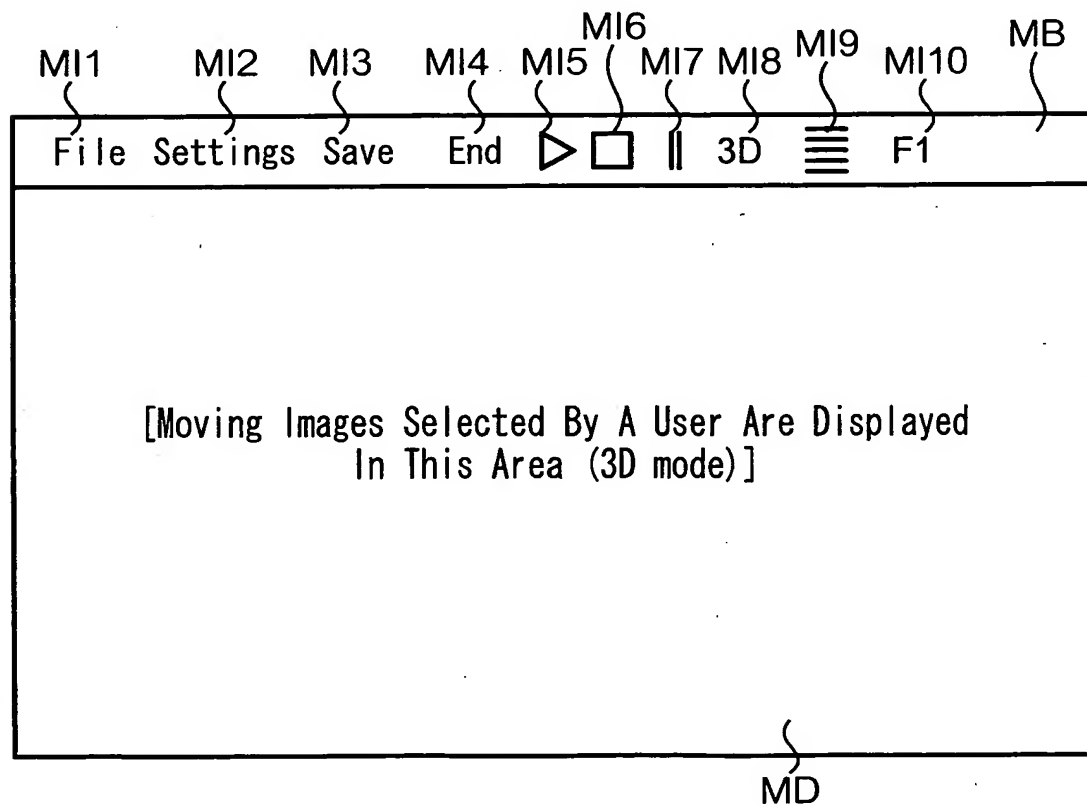
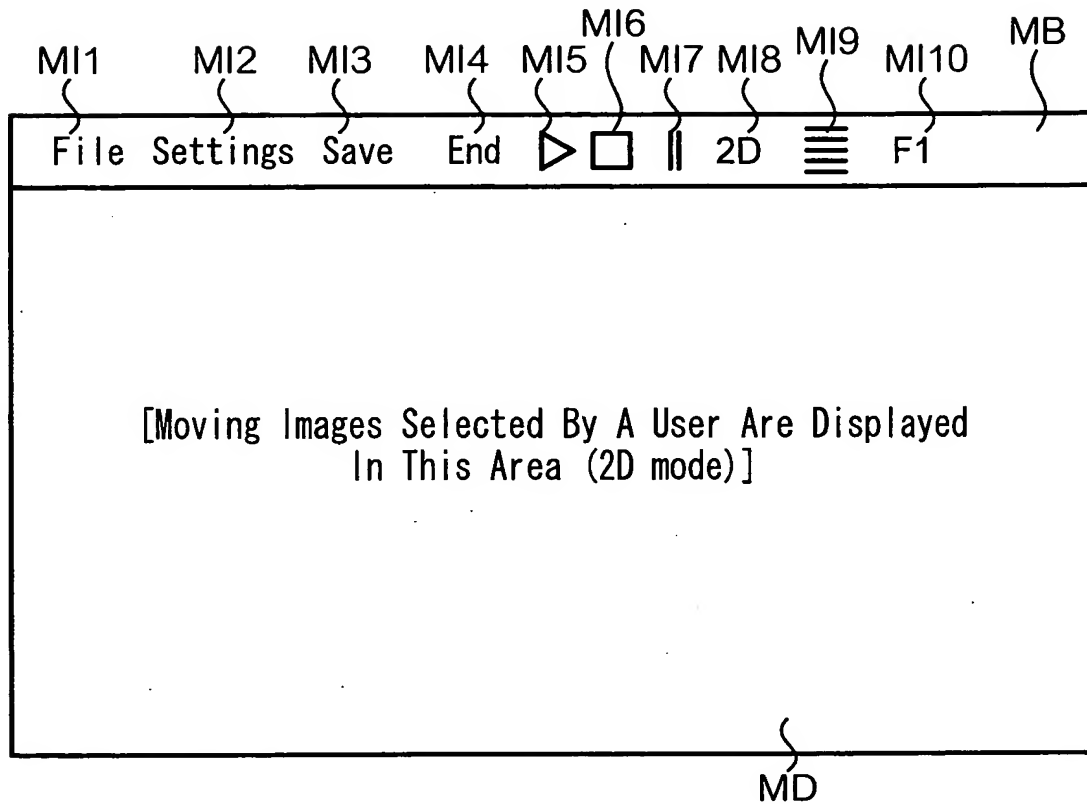


FIG. 3

BR

BC

SETTINGS

INTERFACE DEPTH IB1

UNDULATION IB2

RANGE
UPPER LIMIT IB3
LOWER LIMIT IB4
 BM1

PROJECTED

IS1

0

RECESSED

IB5

FIRST LINE
☒ ODD LINE
☐ EVEN LINE

SHALLOW

IS2

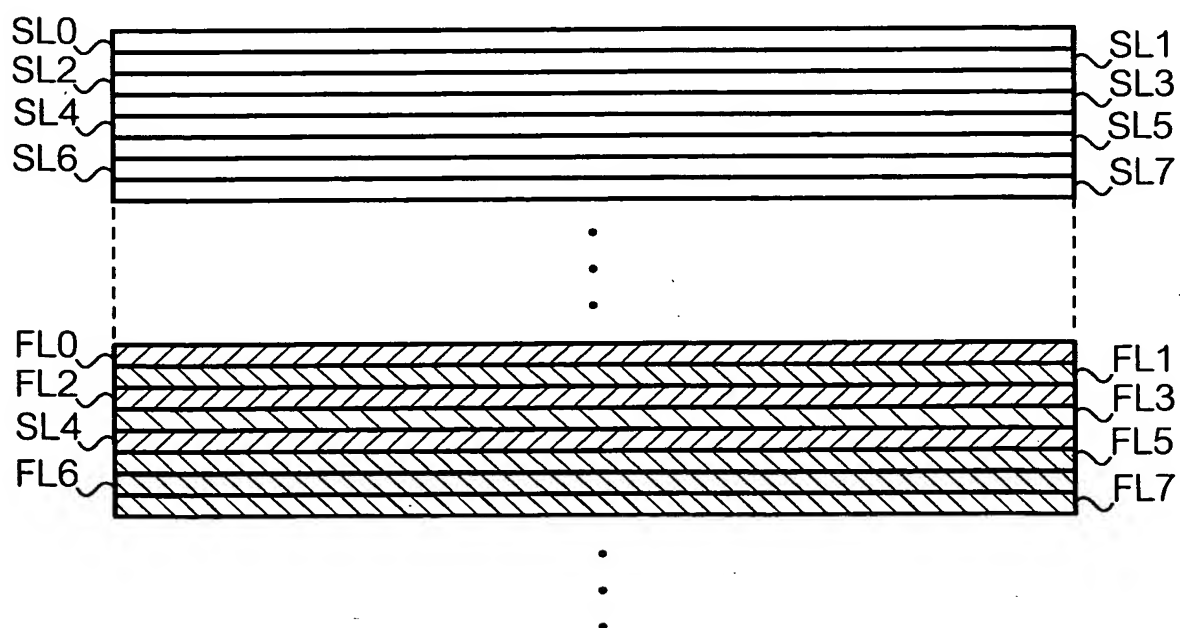
DEEP

IB6

BM2

BM3

FIG. 4



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FIG. 5

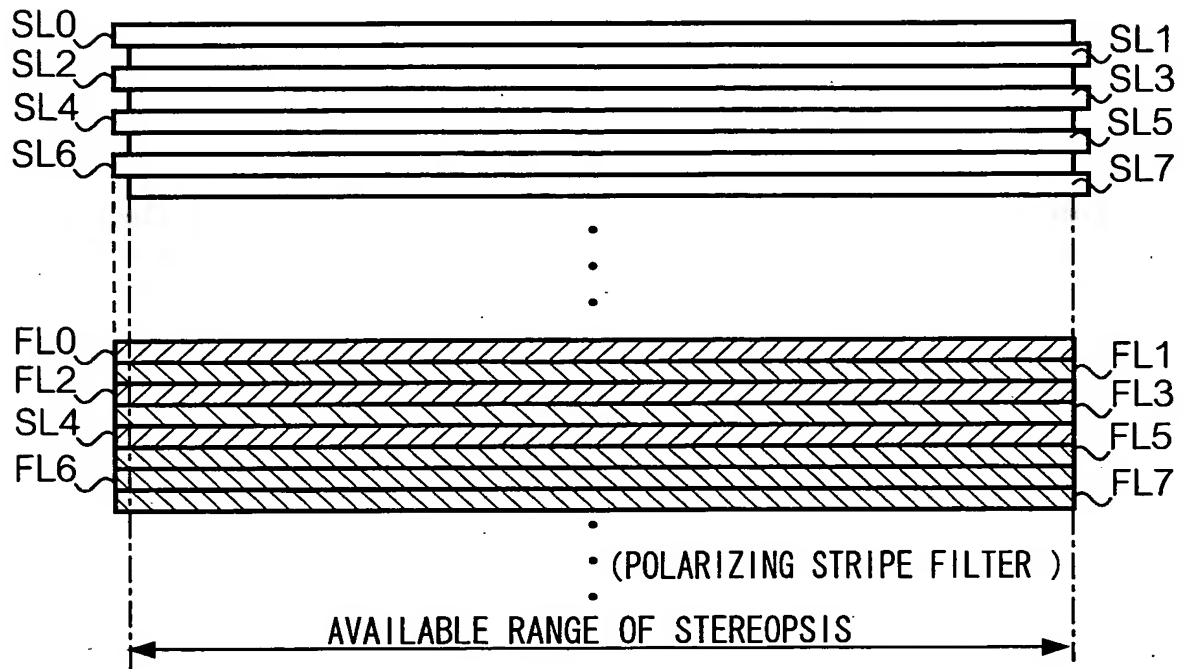
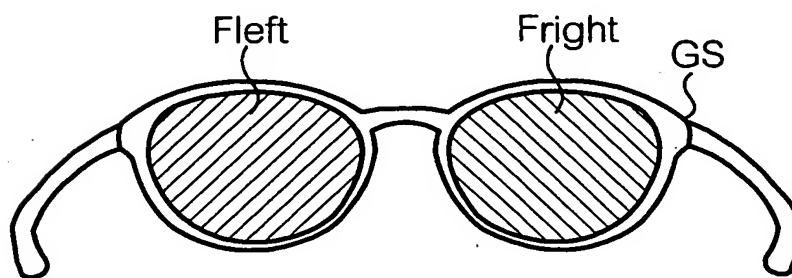


FIG. 6



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FIG. 7

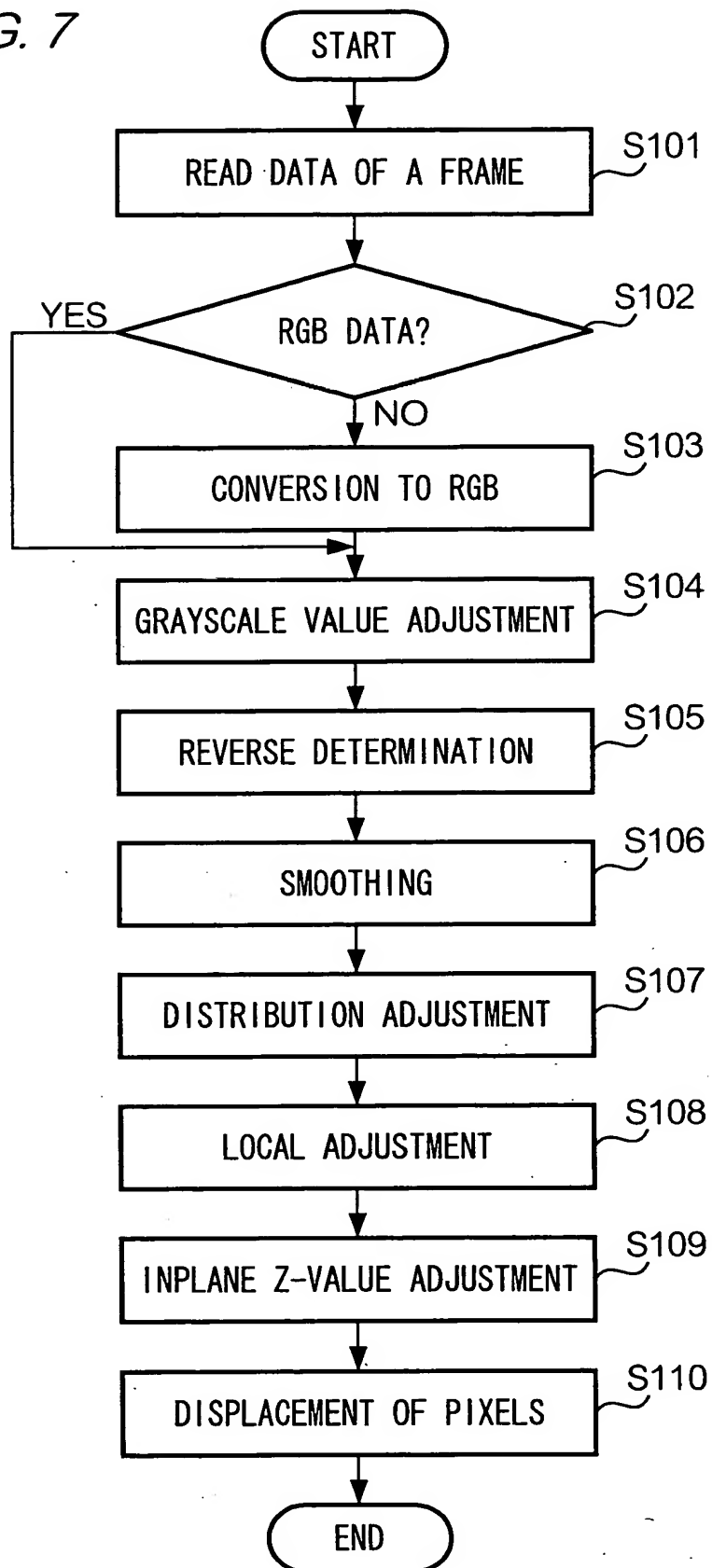
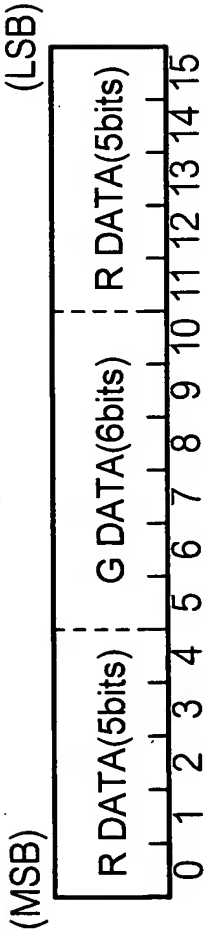
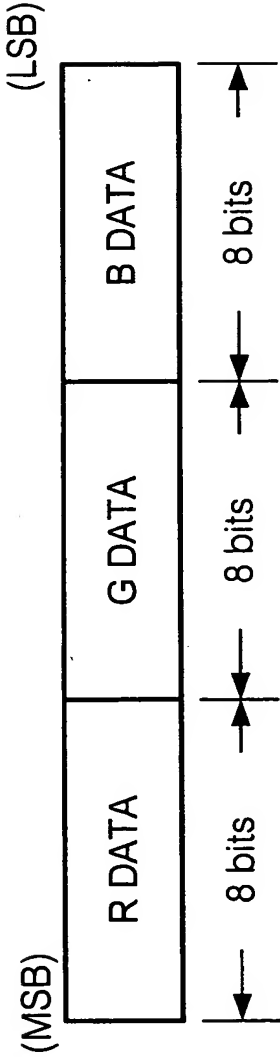


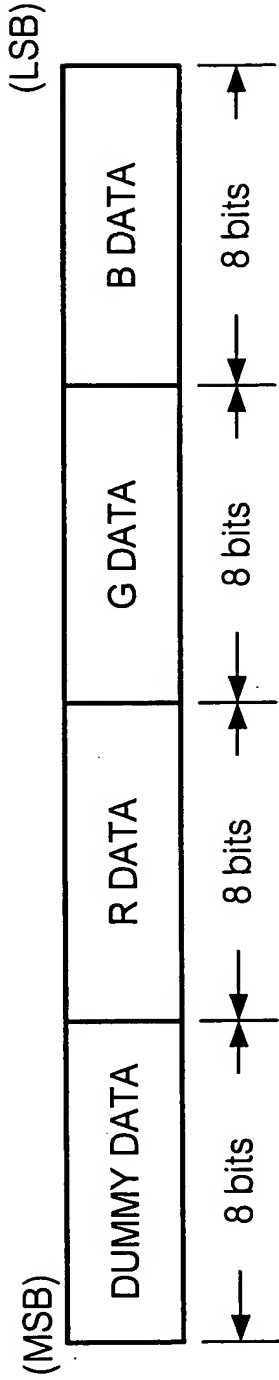
FIG. 8



(FOR COLOR DEPTH OF 16 bits)



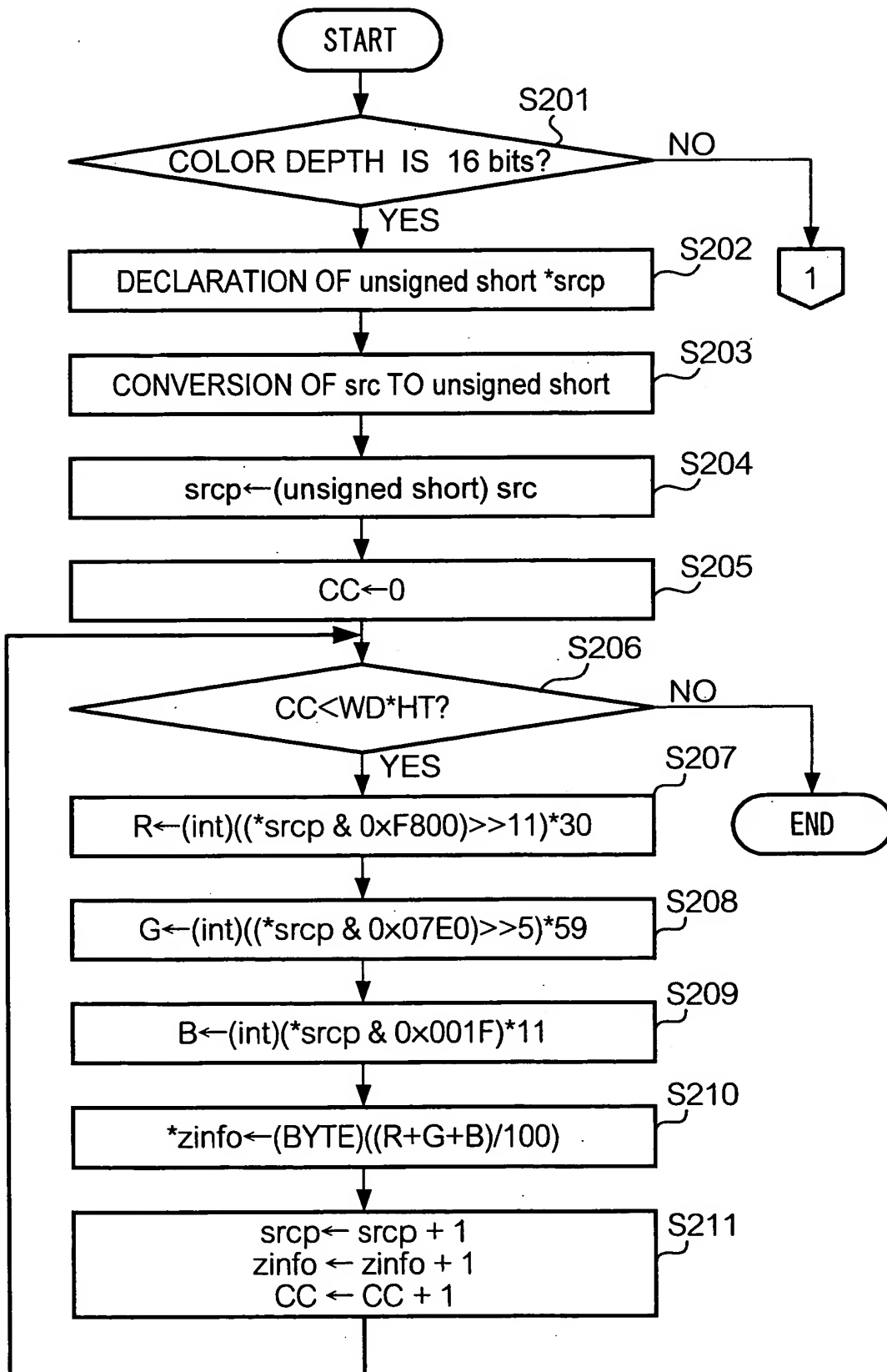
(FOR COLOR DEPTH OF 24 bits)



(FOR COLOR DEPTH OF 32 bits)

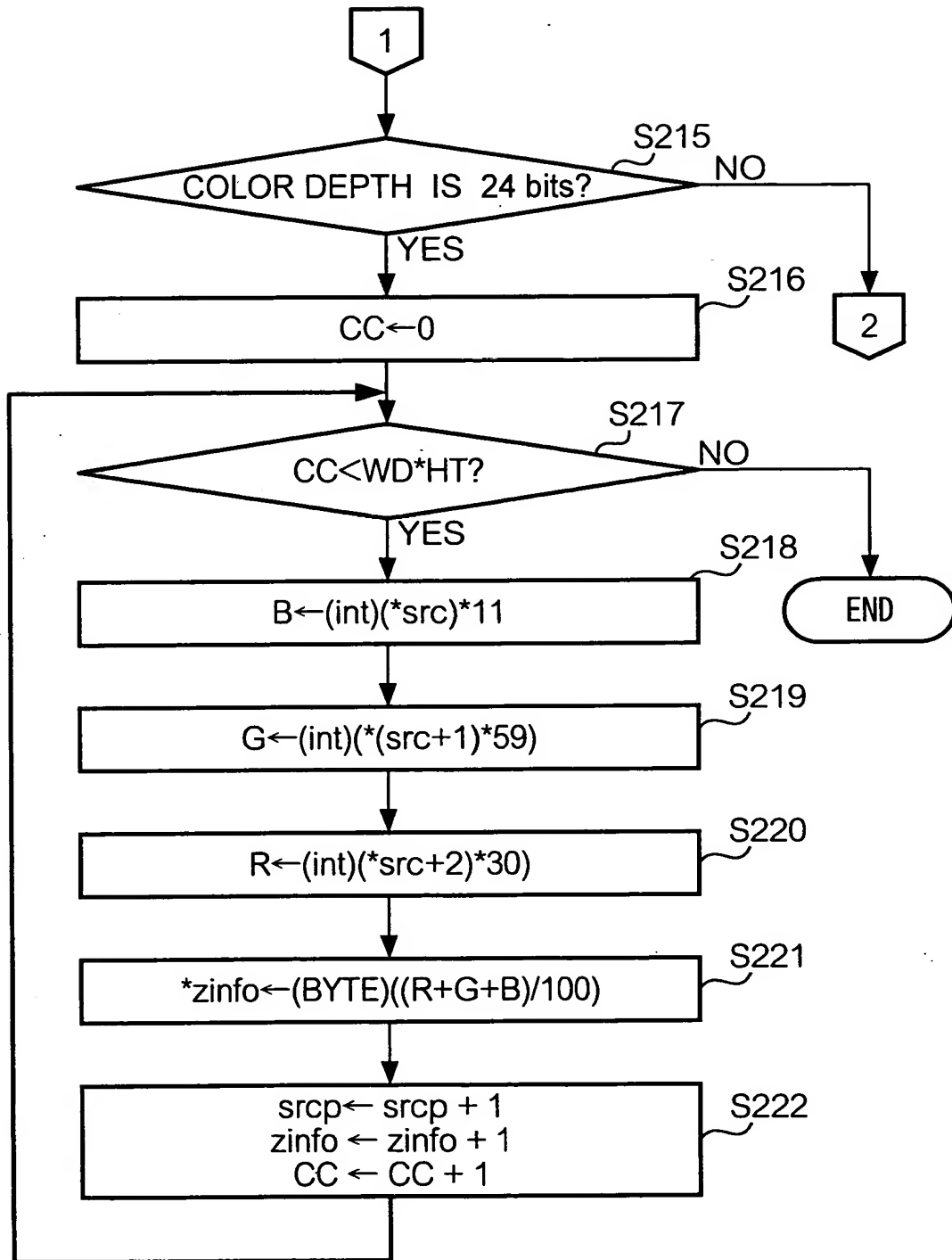
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FIG. 9



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FIG. 10



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FIG. 11

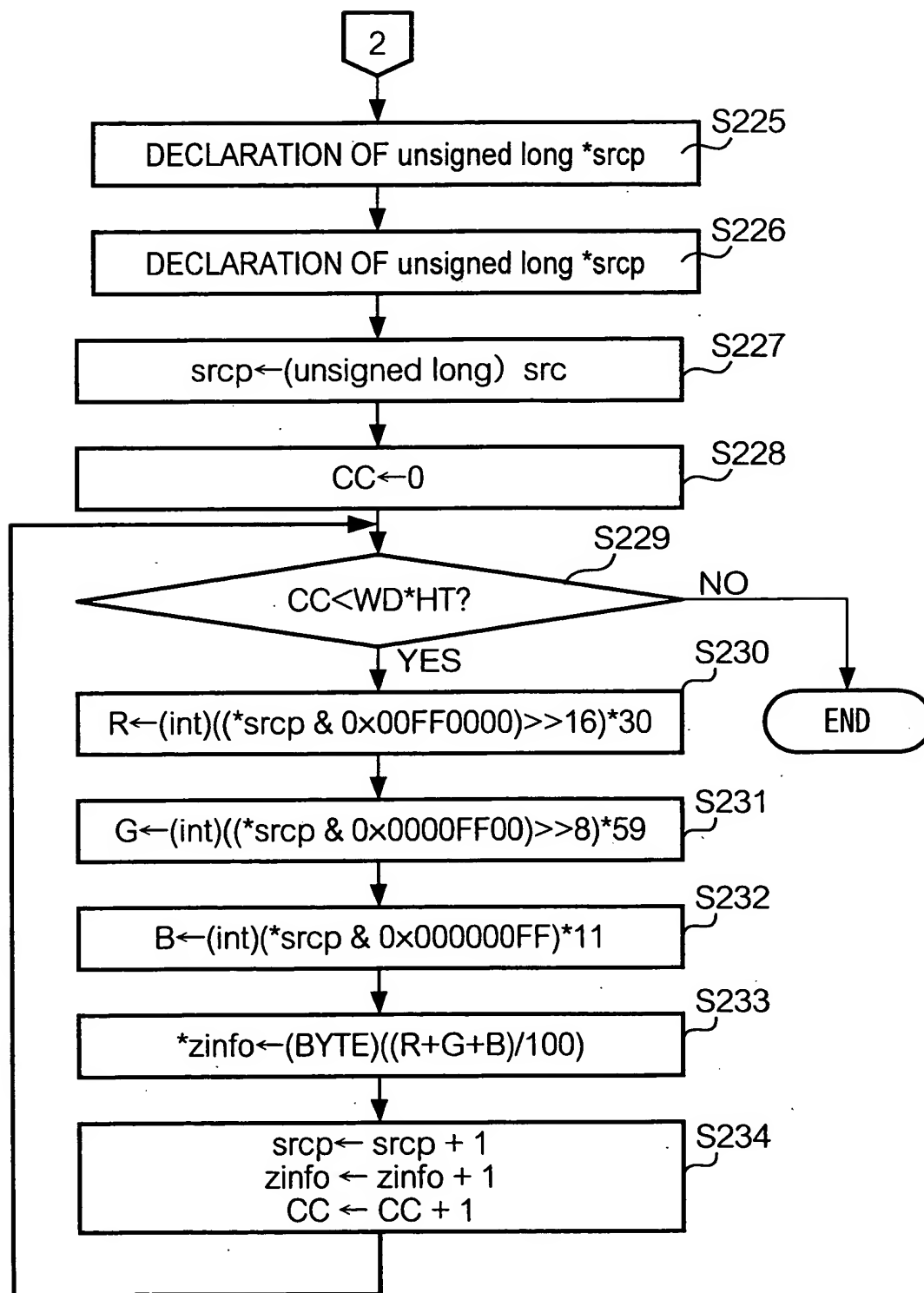
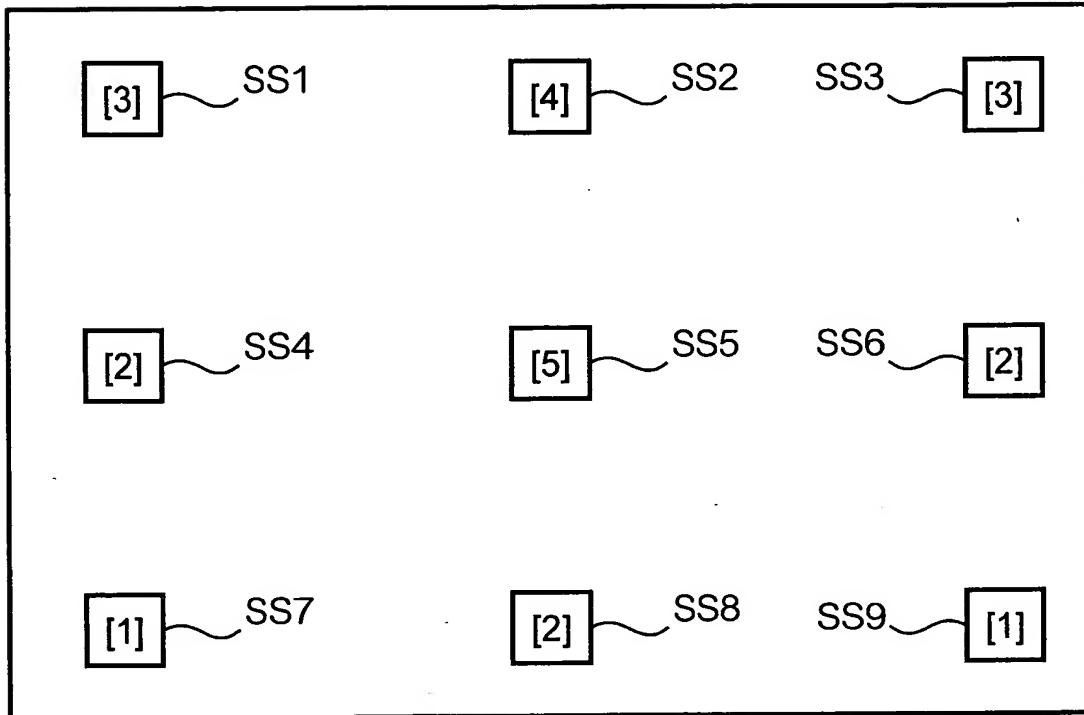
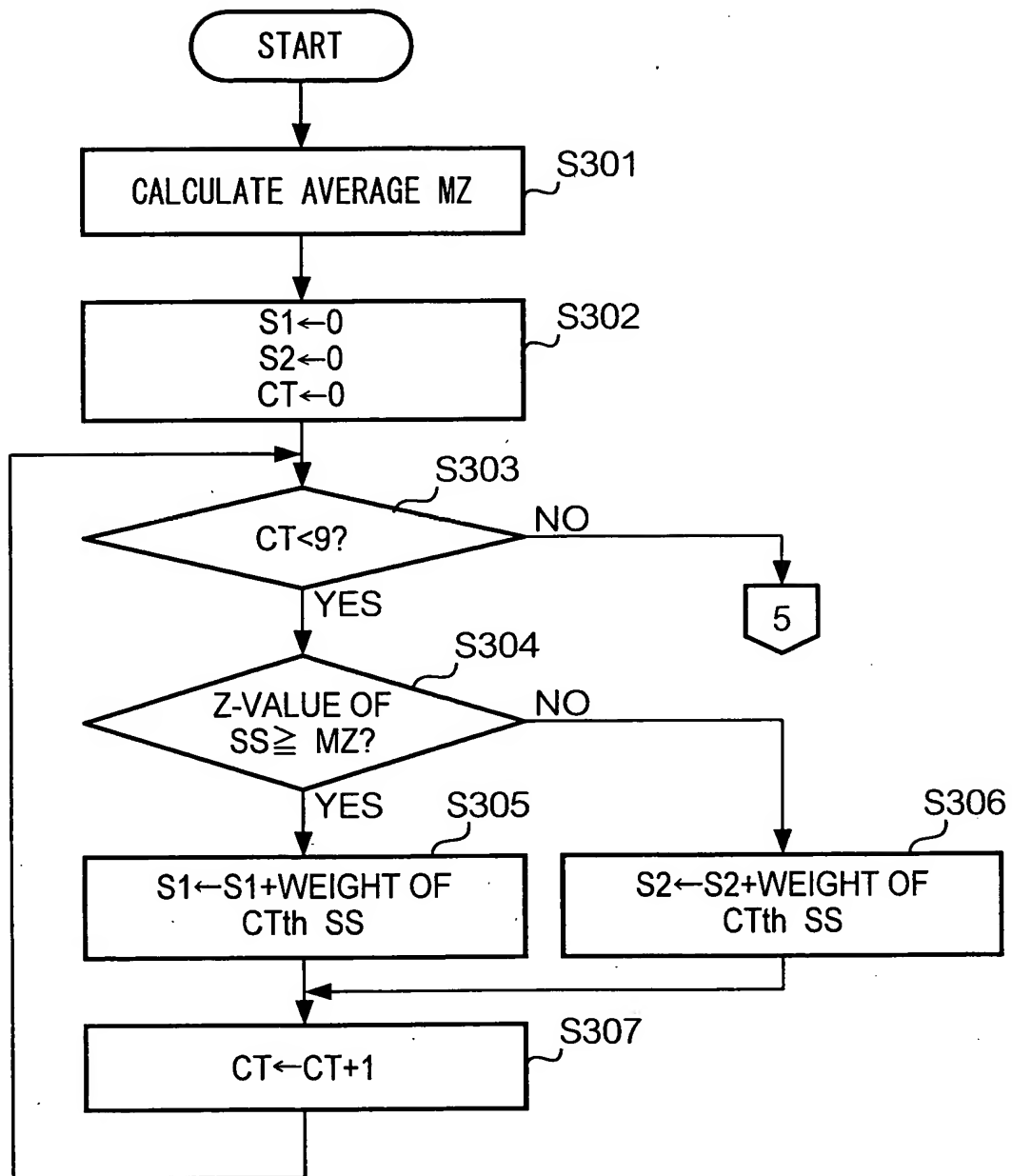


FIG. 12

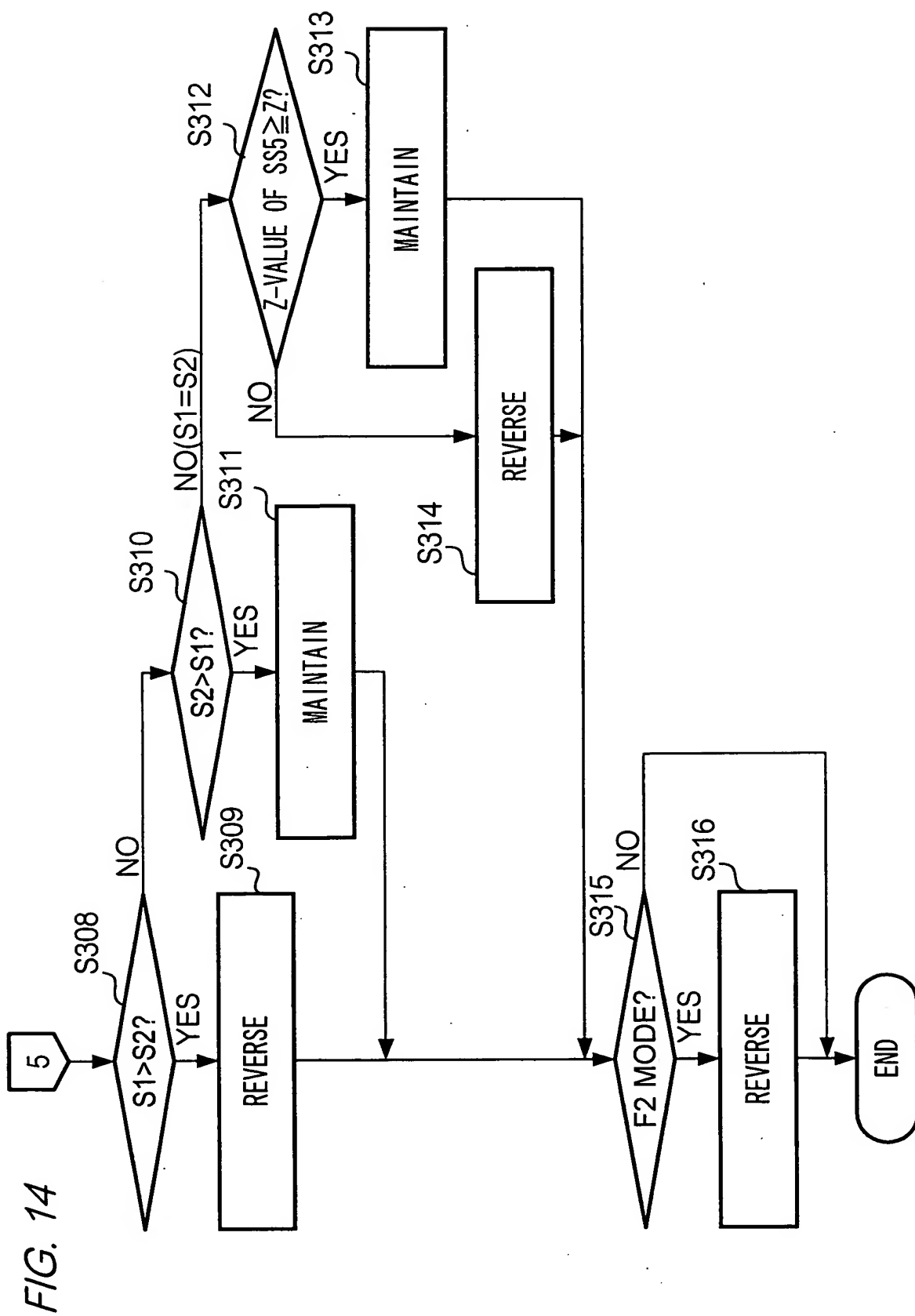


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FIG. 13

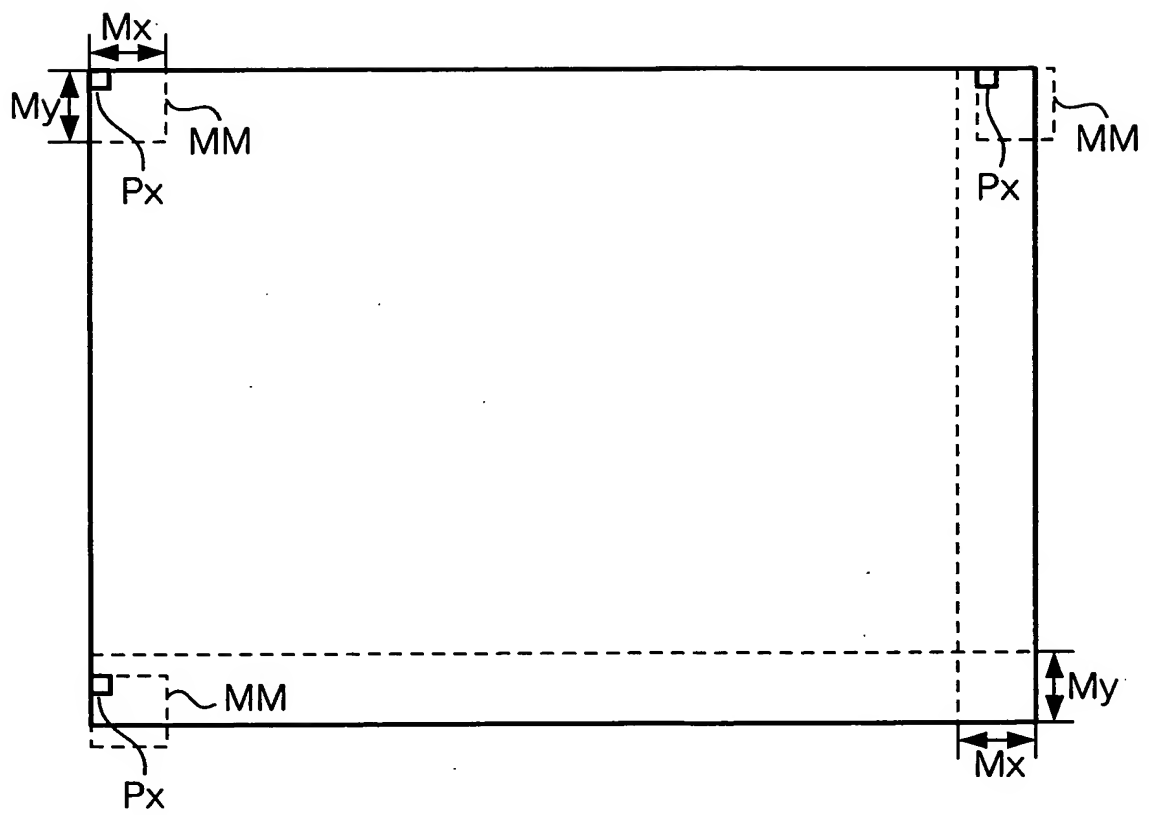


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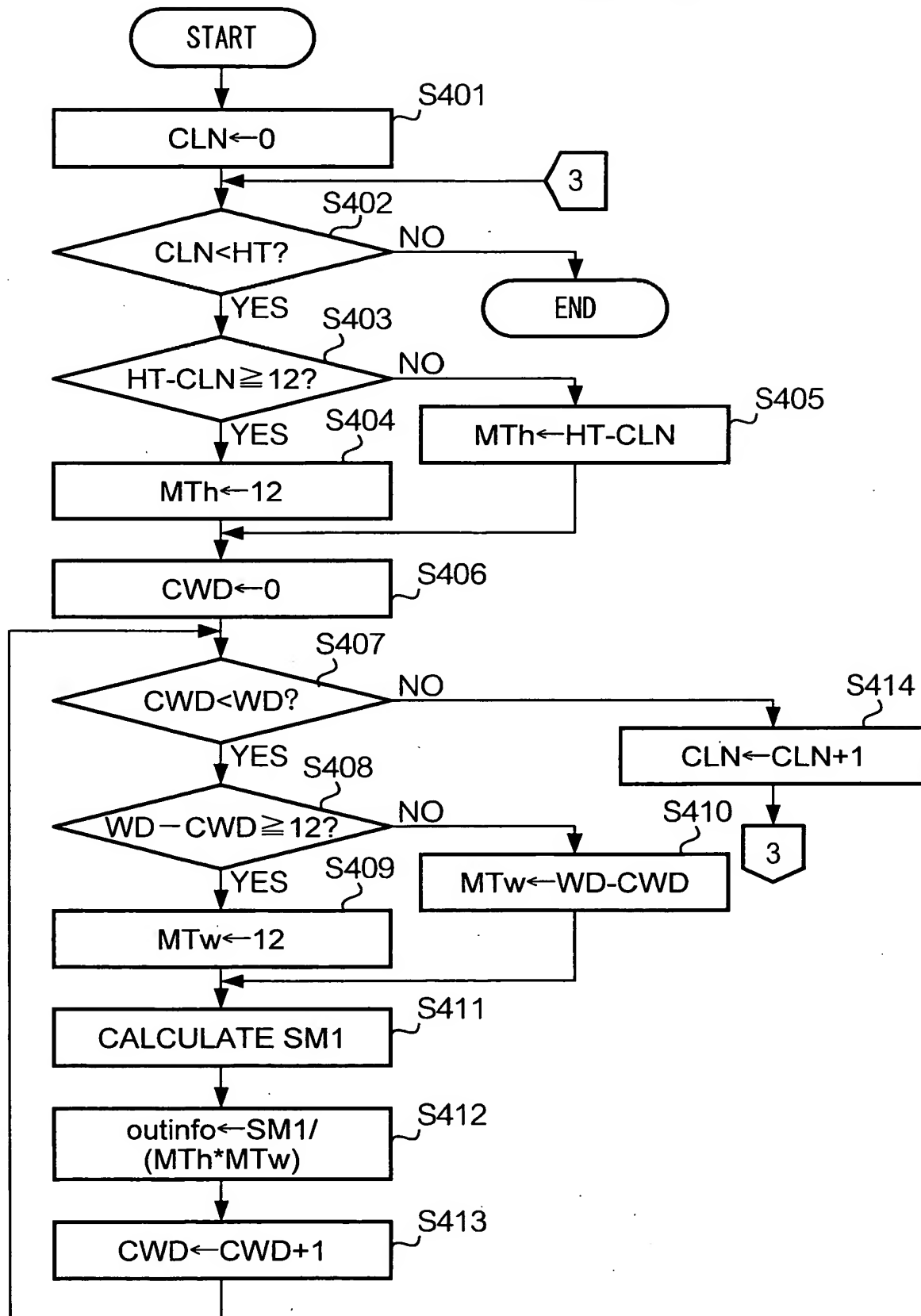
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FIG. 15



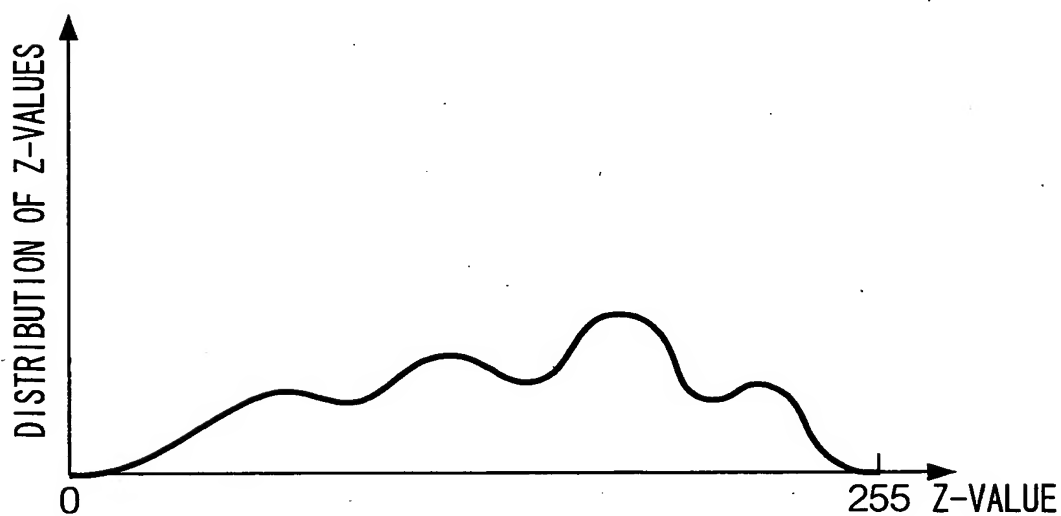
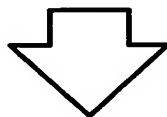
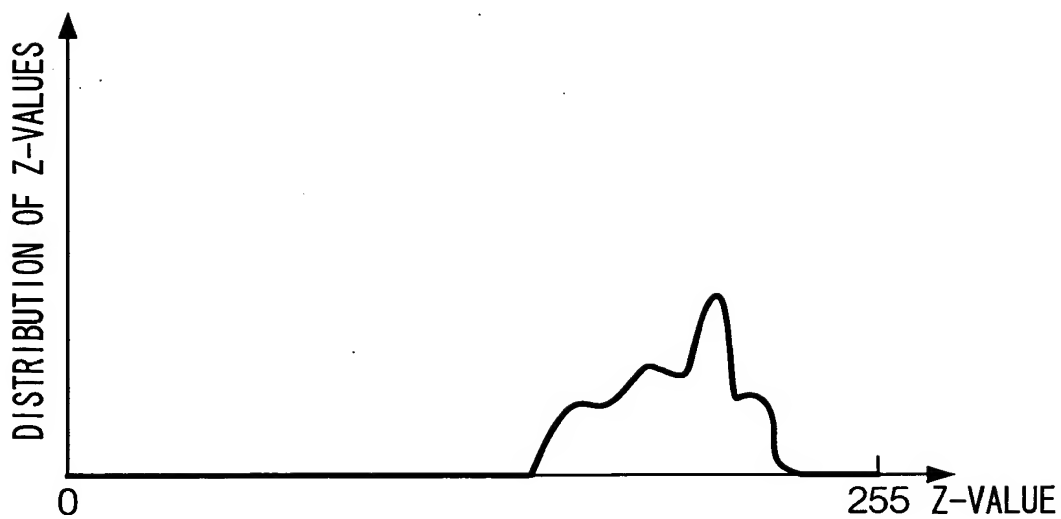
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FIG. 16



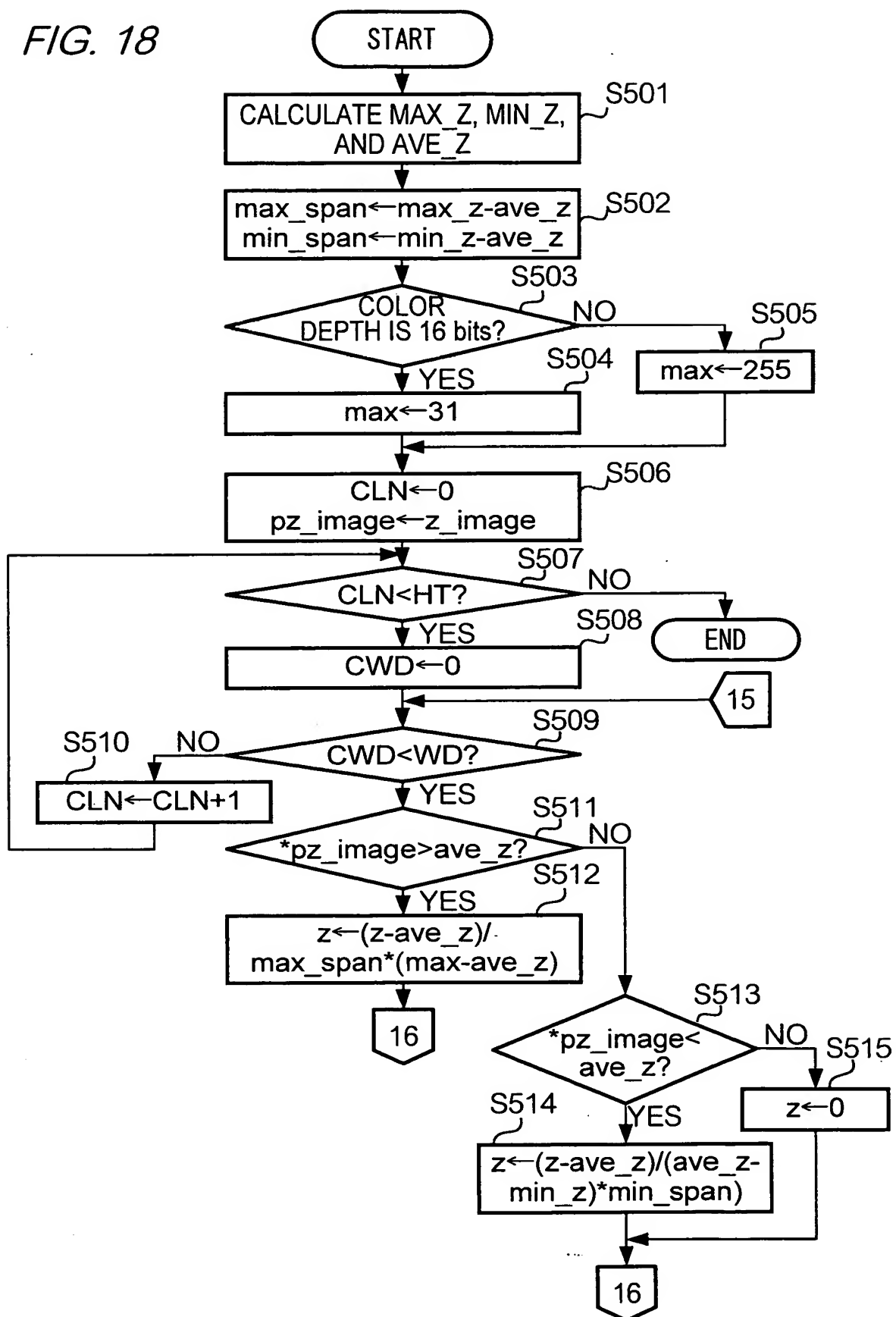
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FIG. 17



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FIG. 18



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FIG. 19

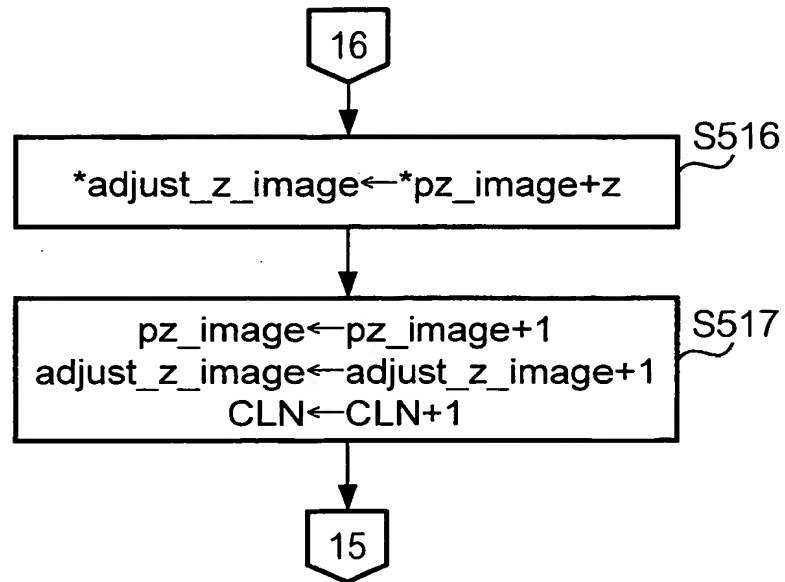
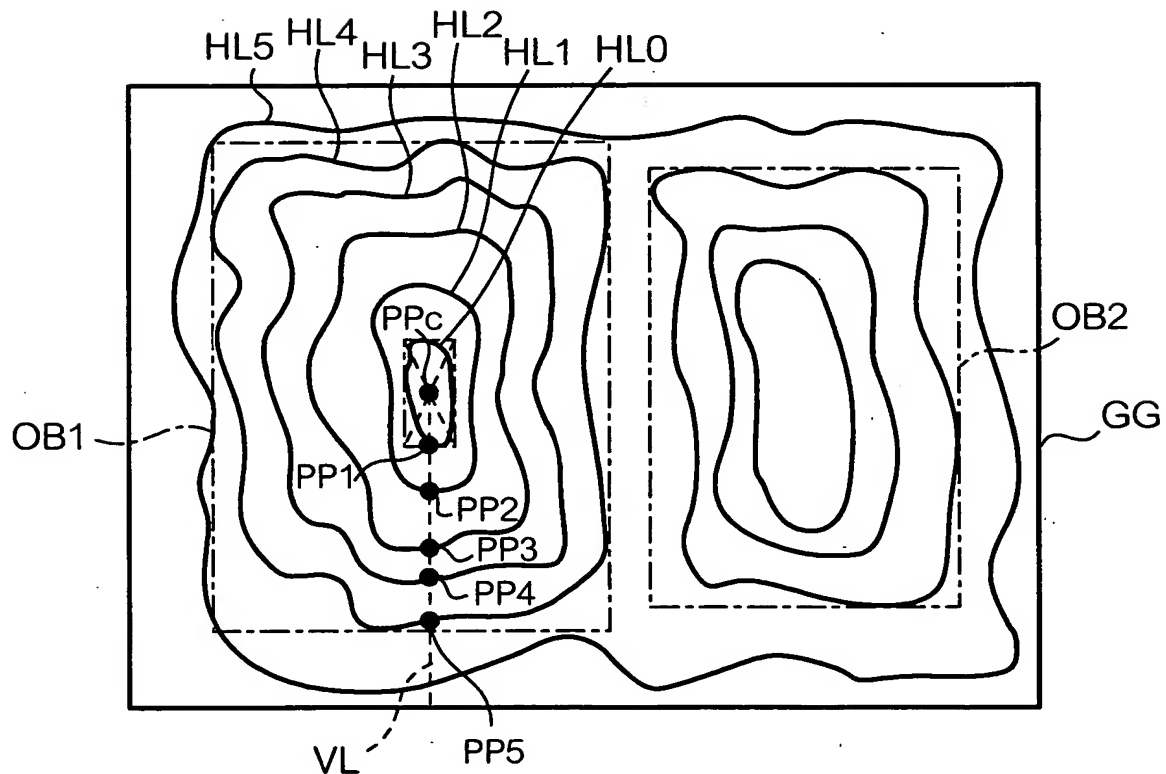
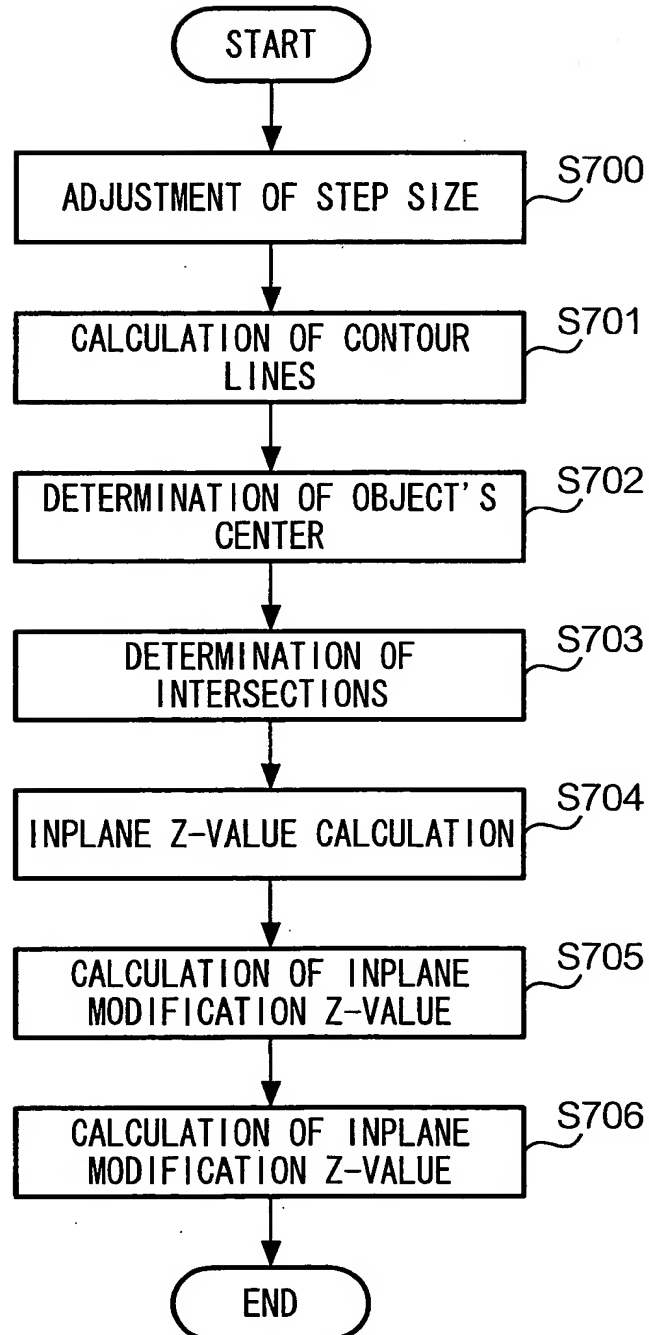


FIG. 20



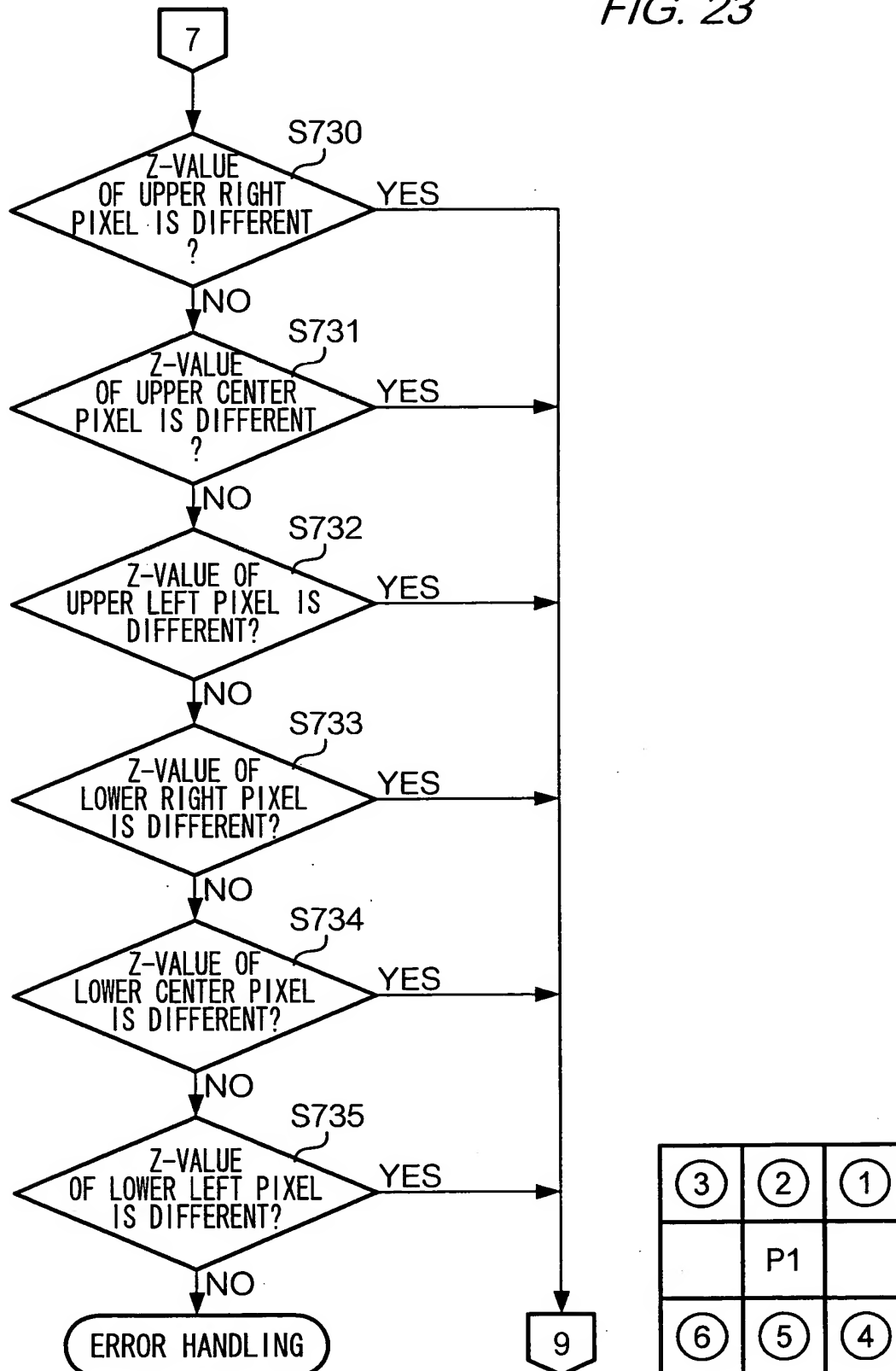
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FIG. 21



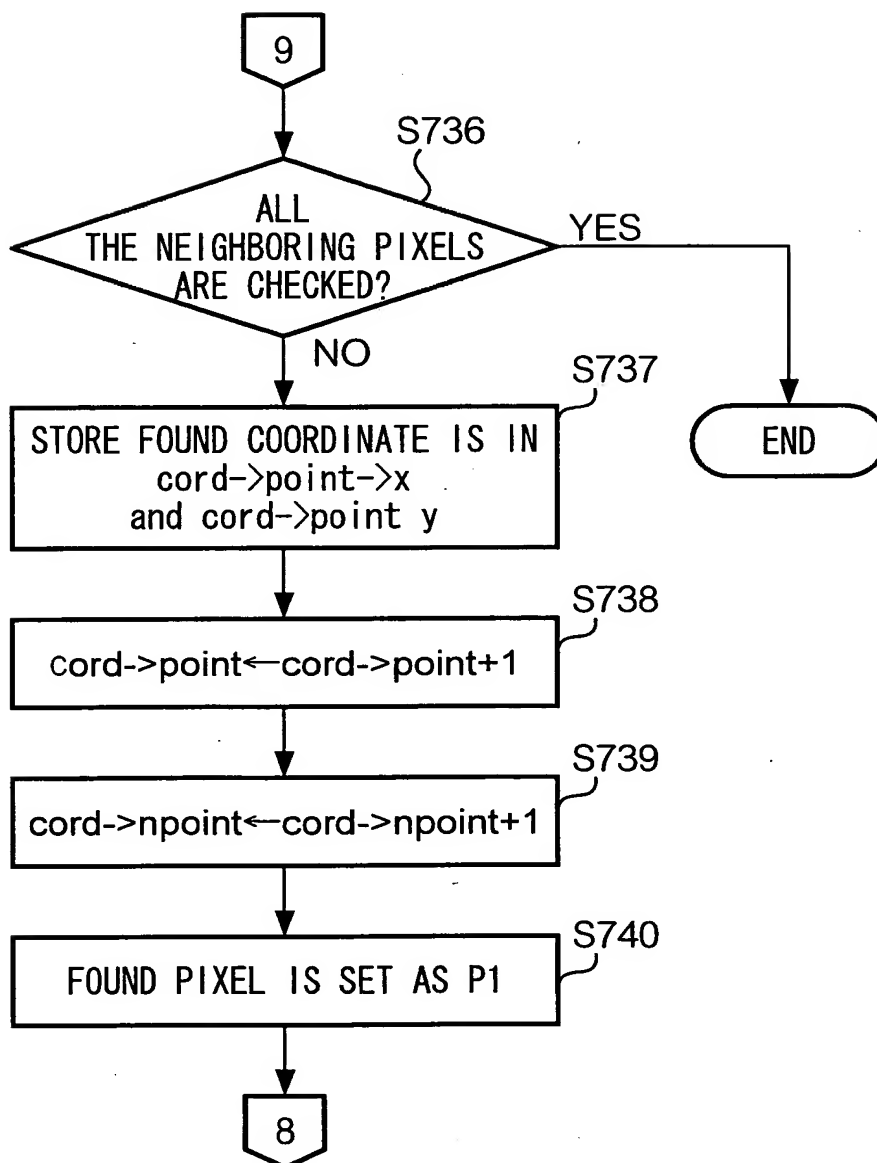
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FIG. 23



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FIG. 24



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FIG. 25

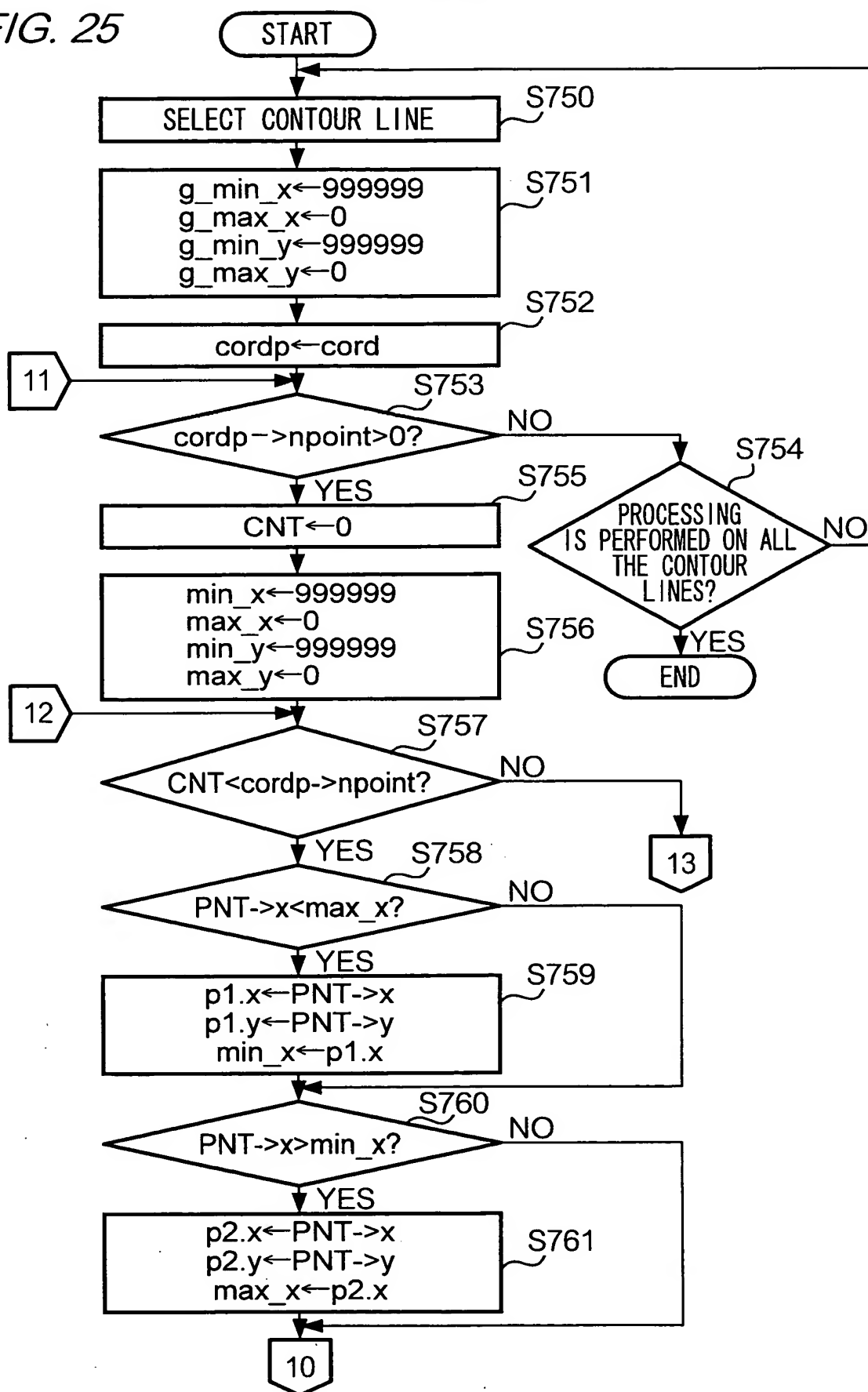


FIG. 26

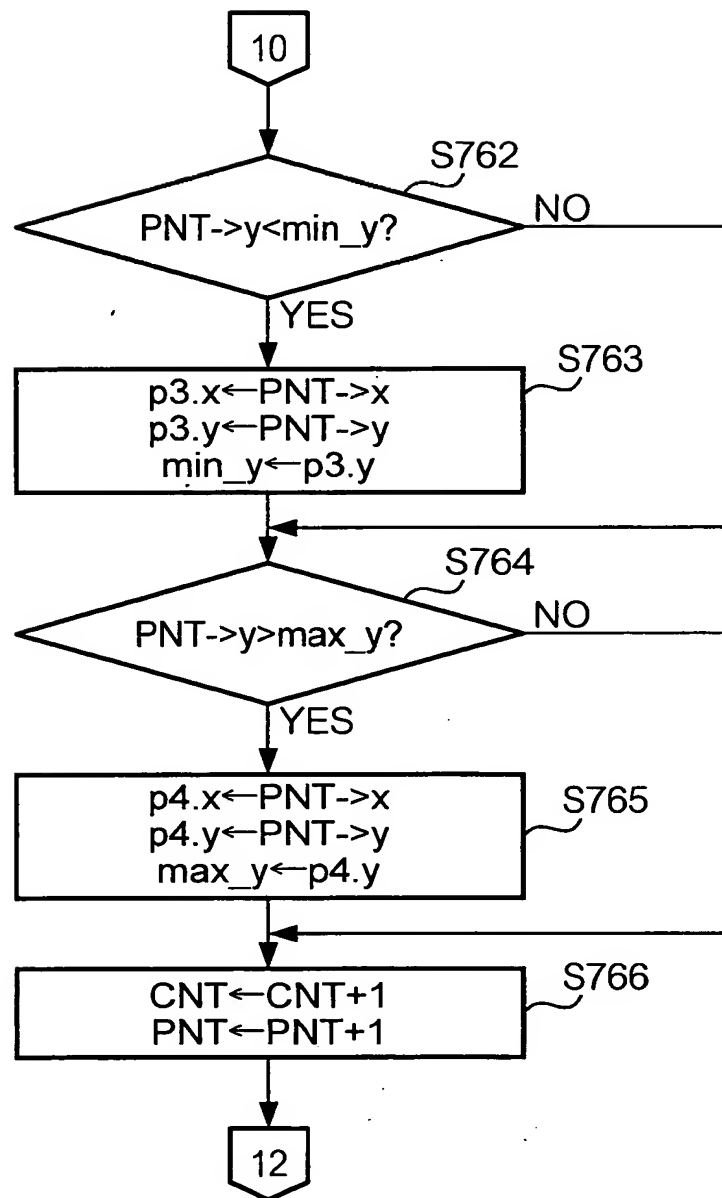
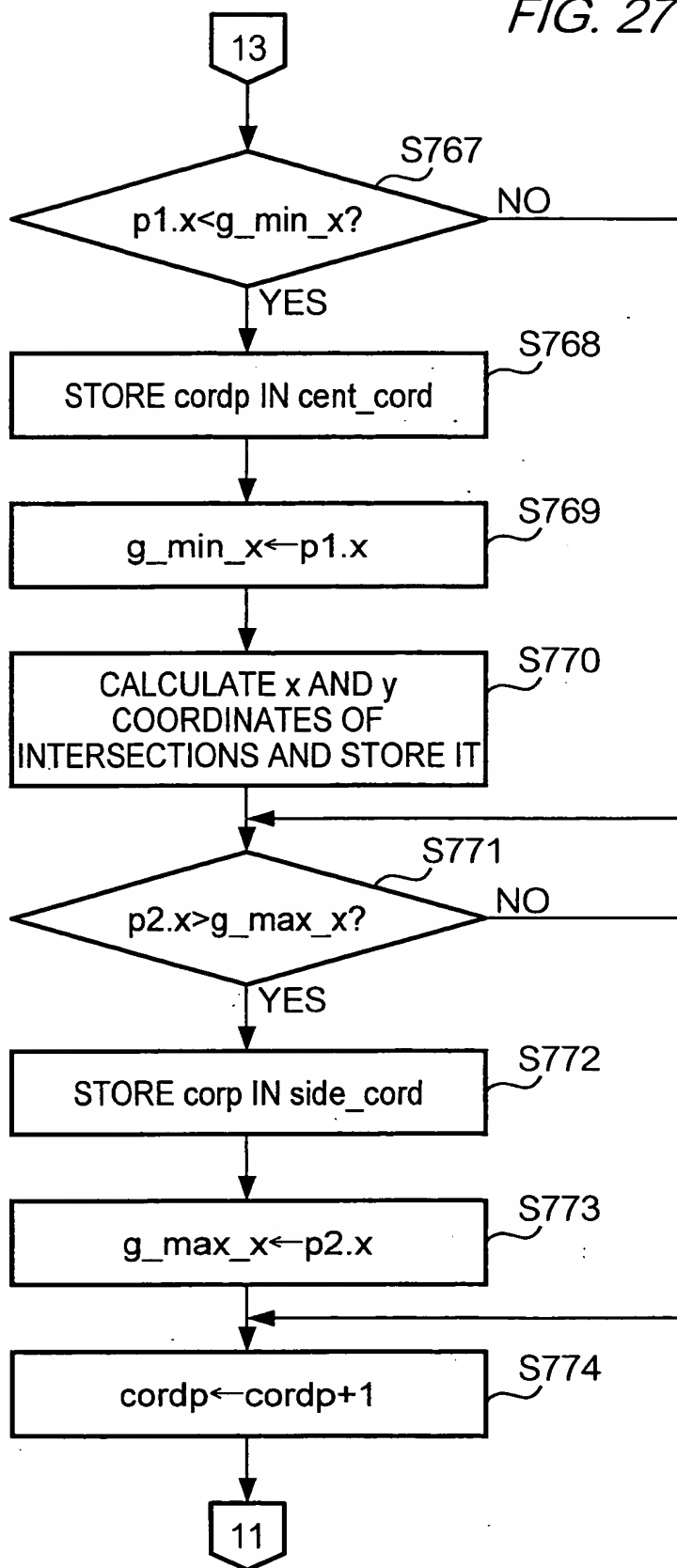
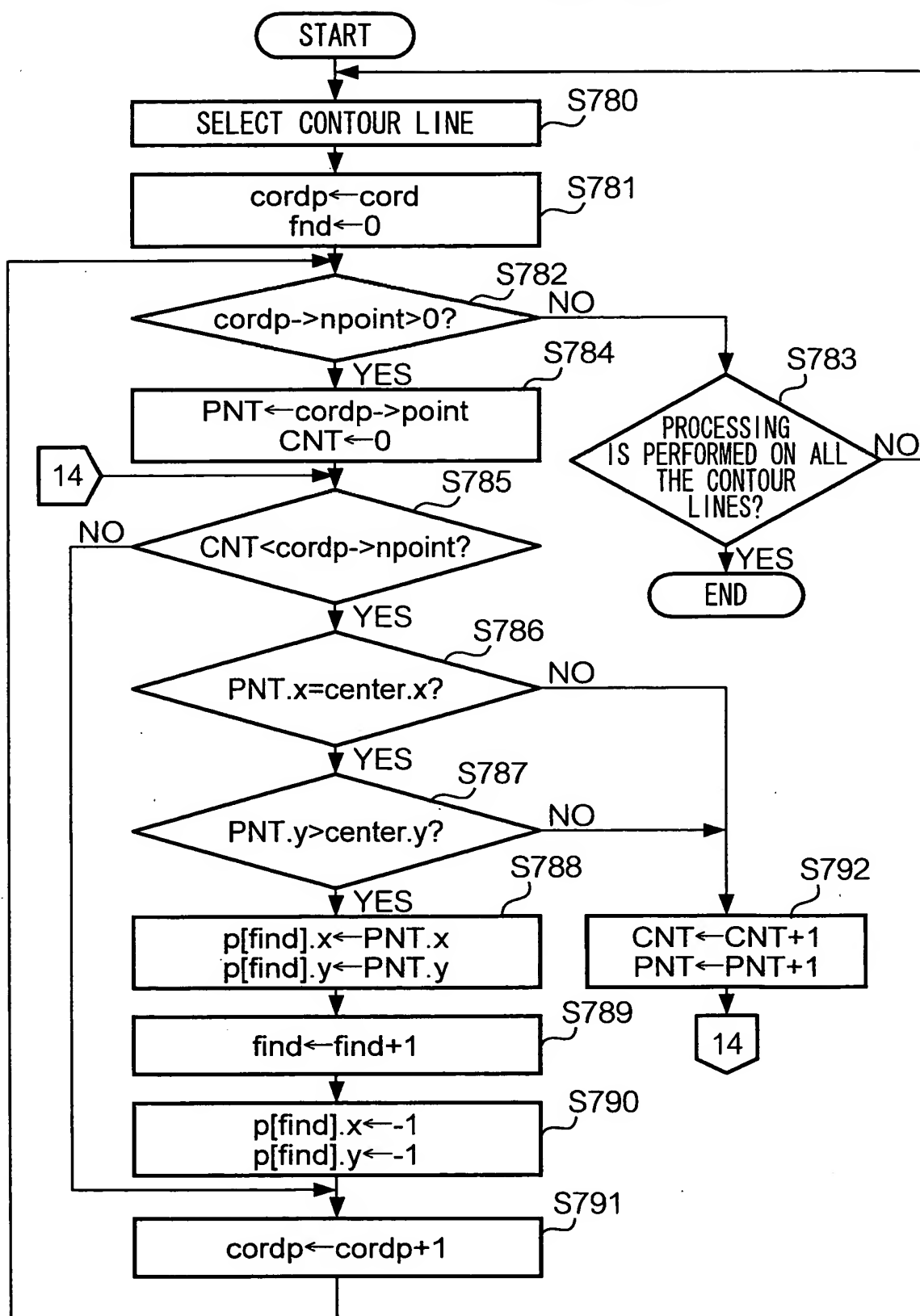


FIG. 27



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FIG. 28



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FIG. 29

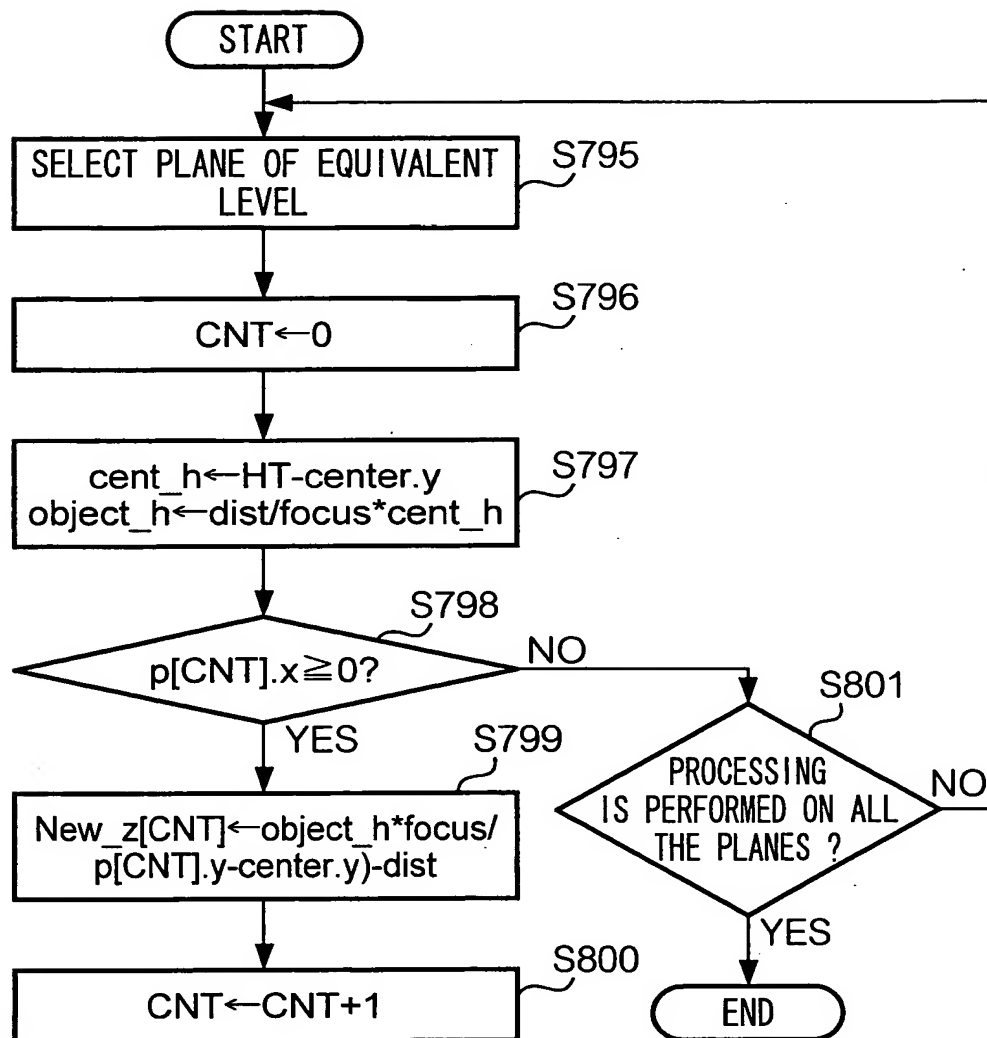
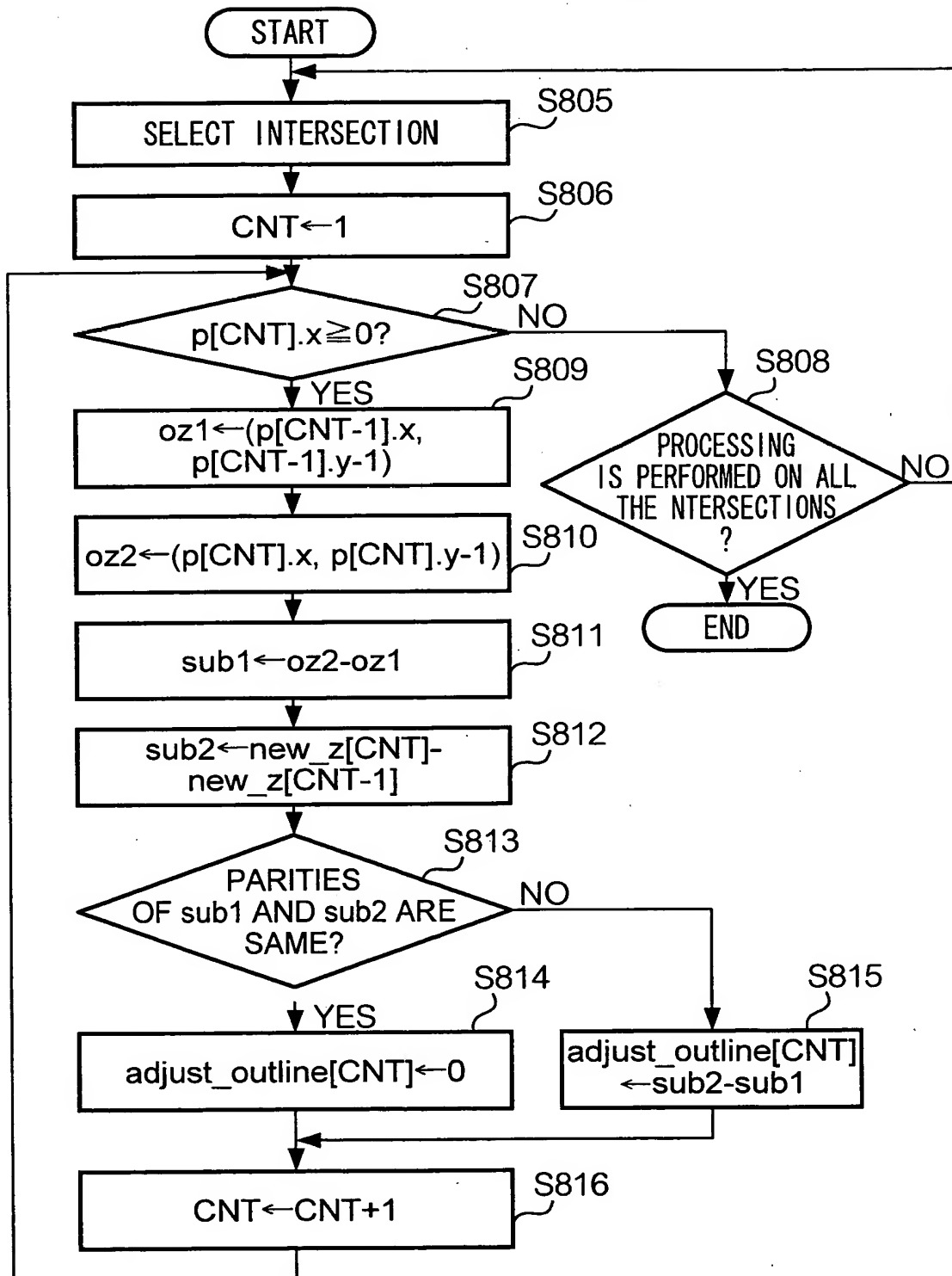
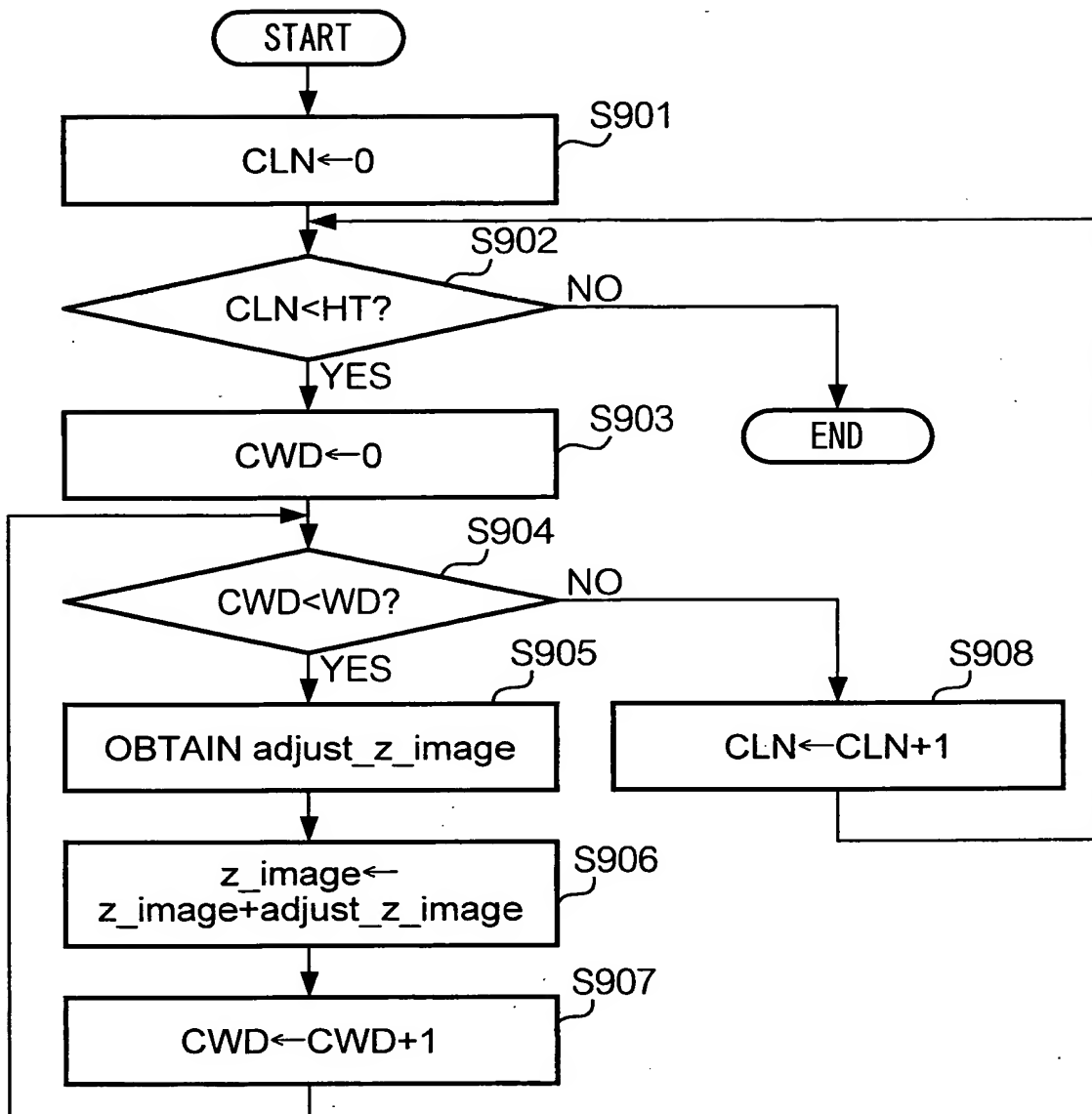


FIG. 30



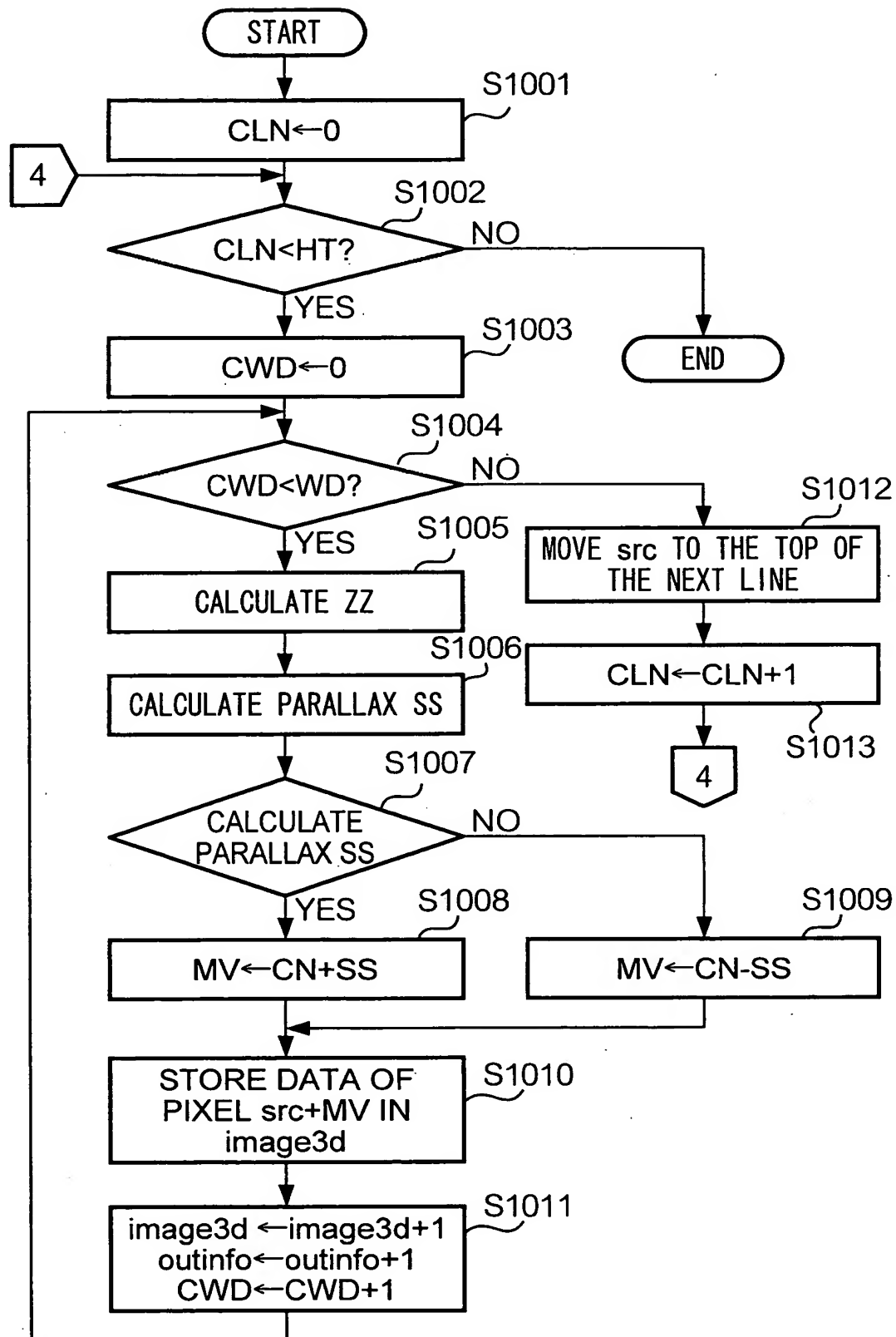
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FIG. 31



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FIG. 32



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FIG. 33

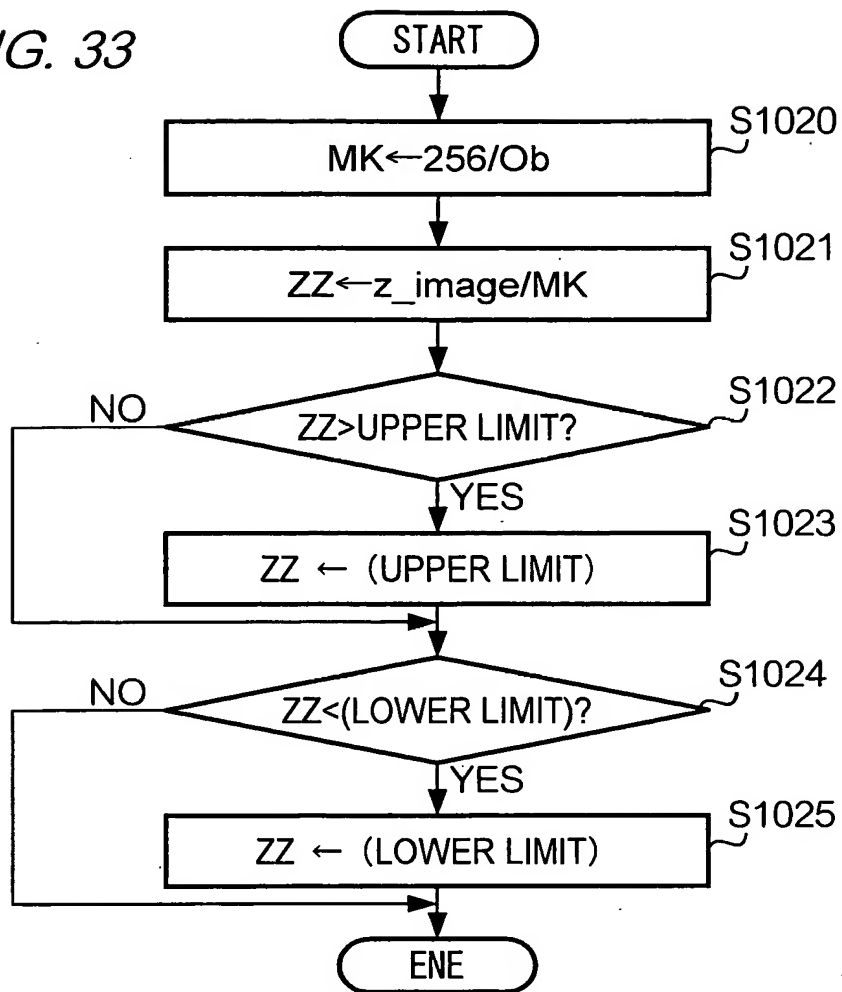
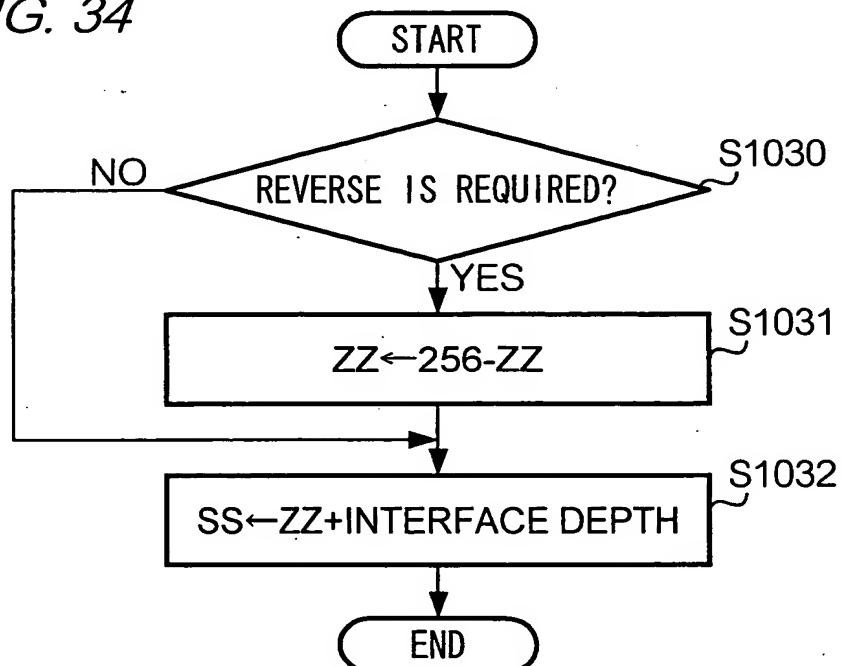
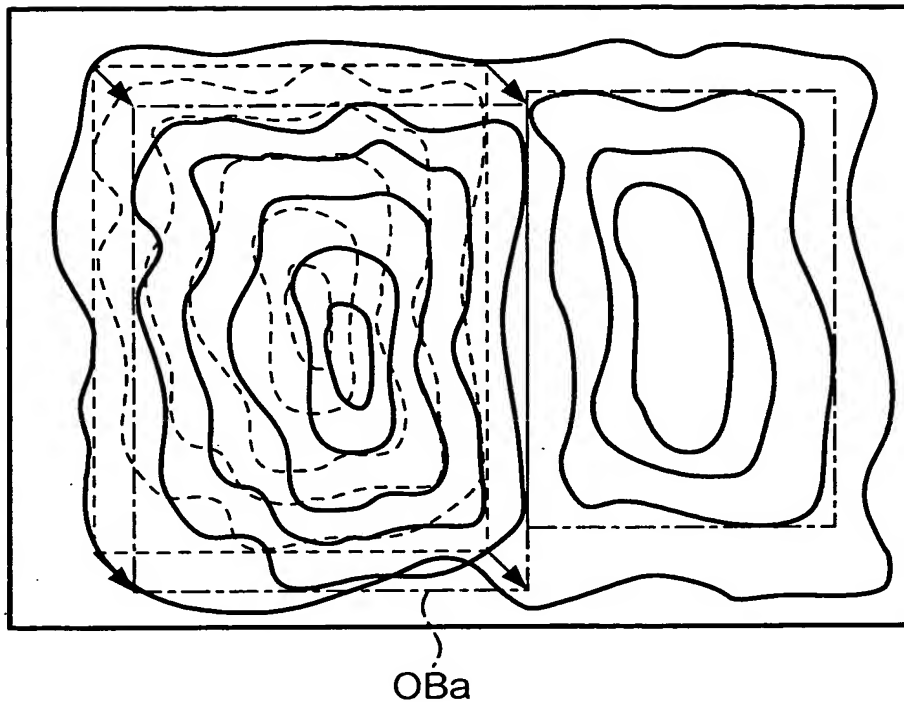


FIG. 34



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FIG. 35



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FIG. 36

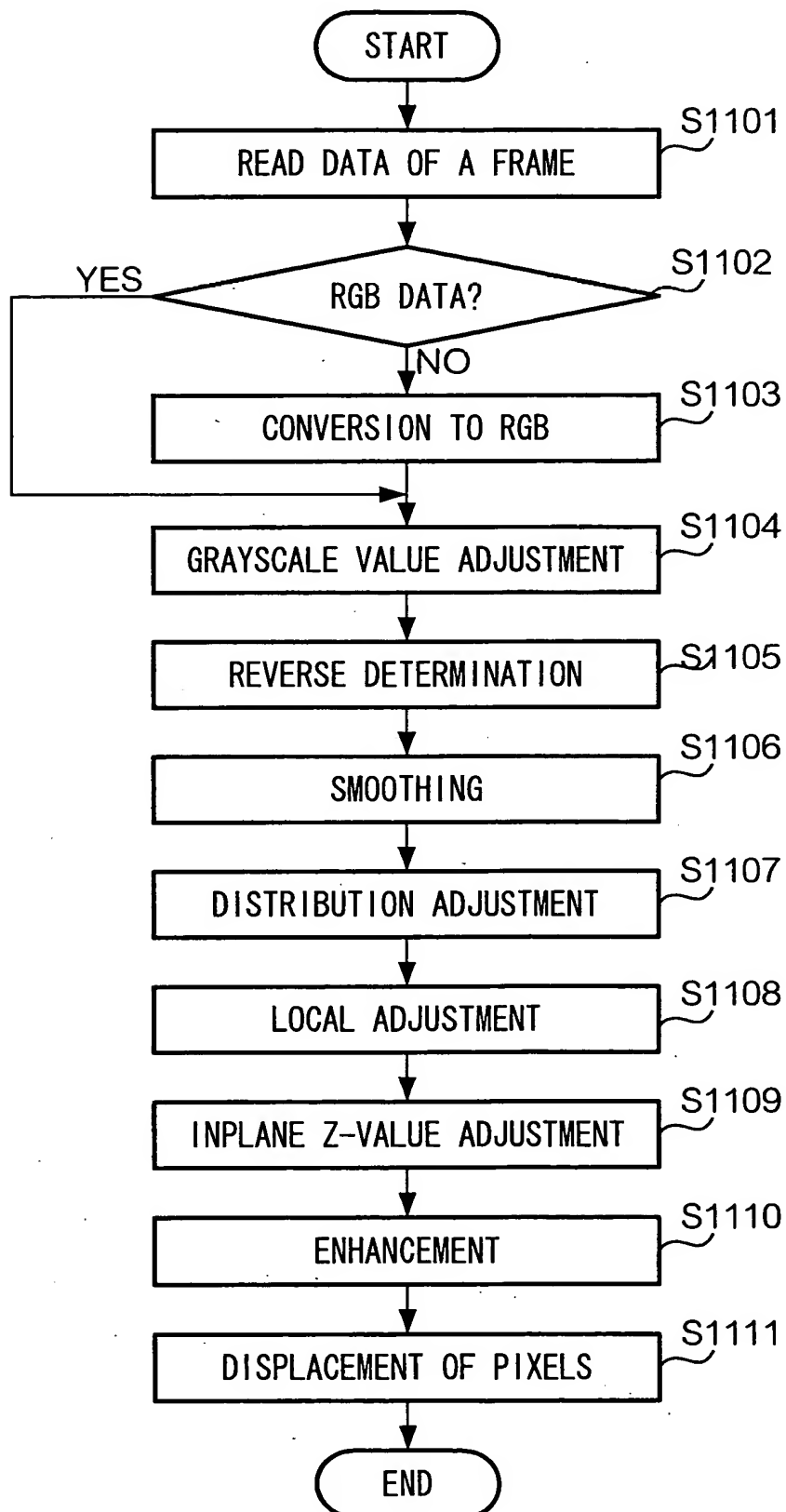
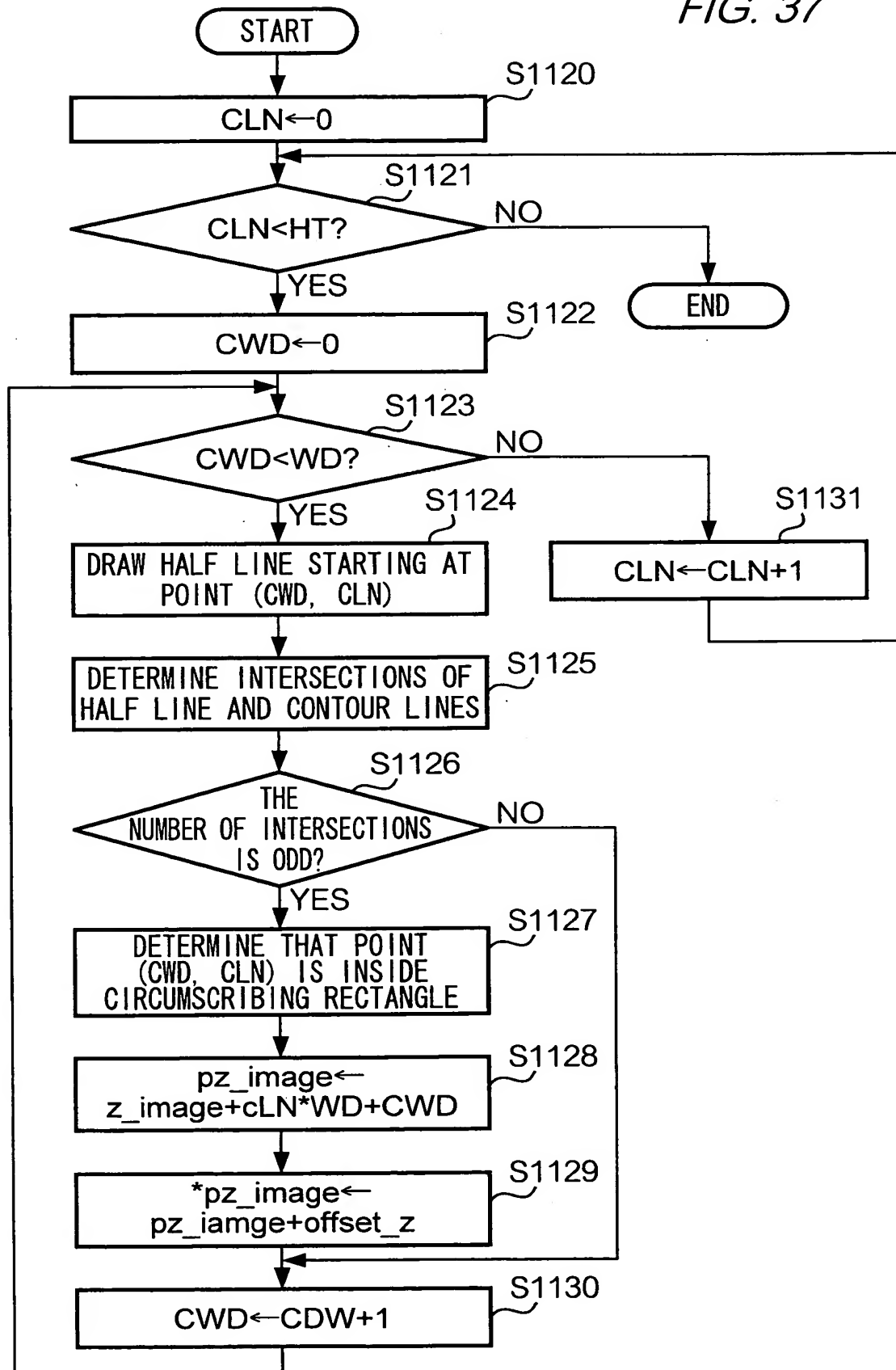
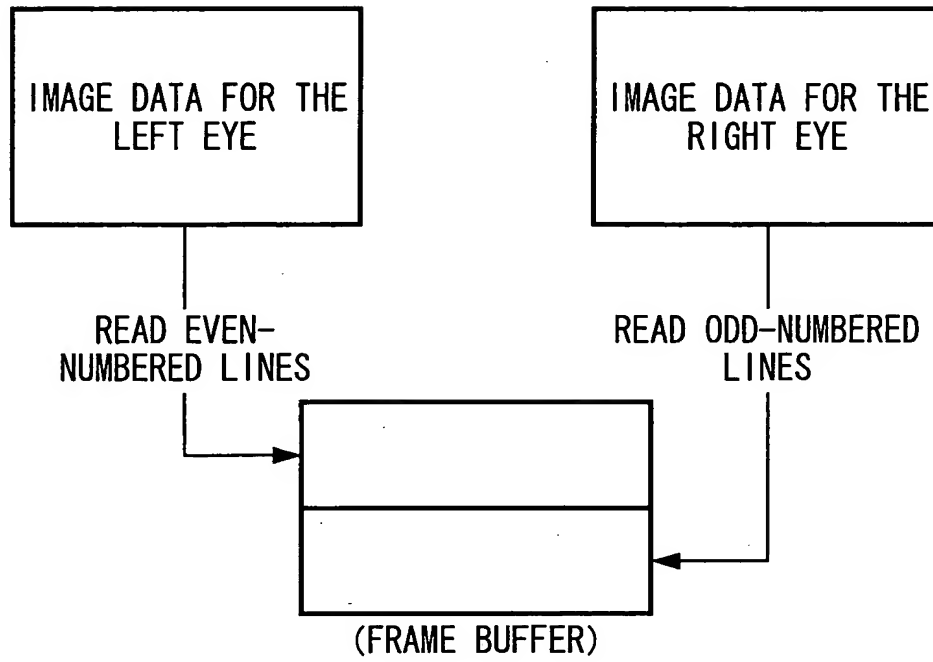
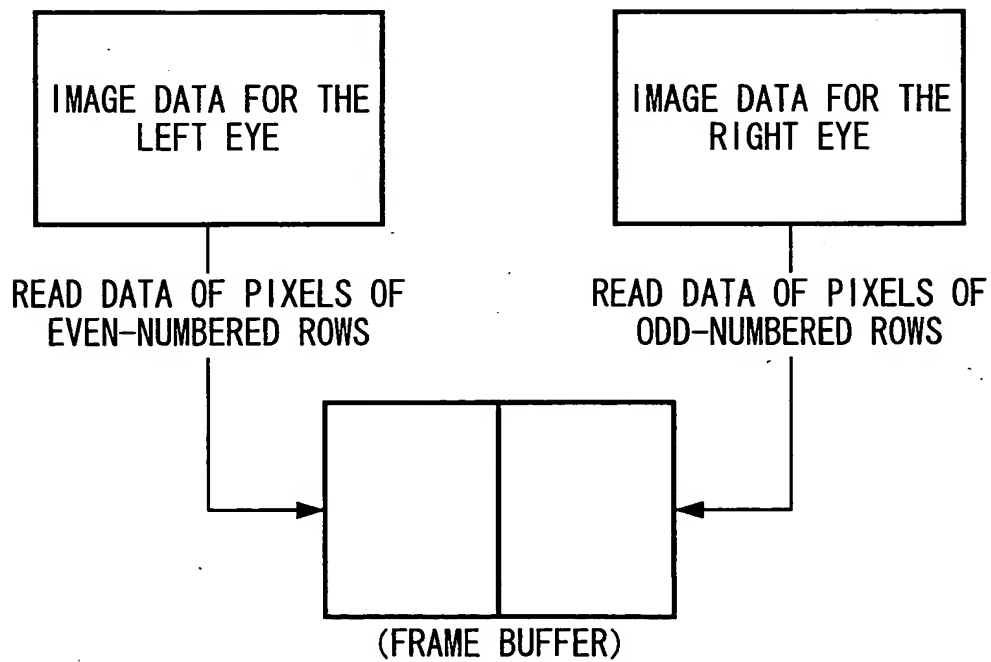


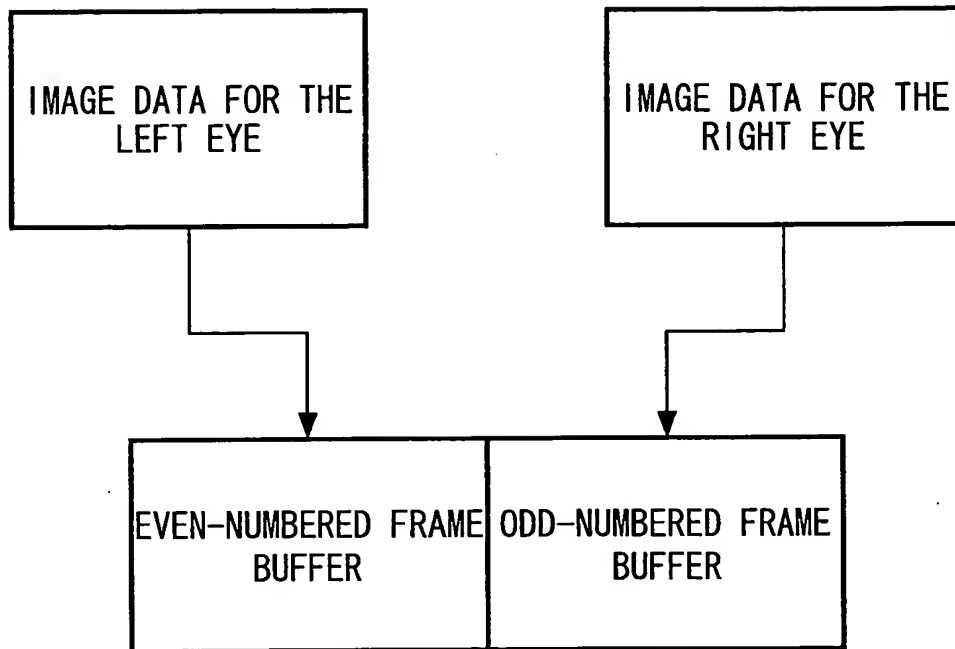
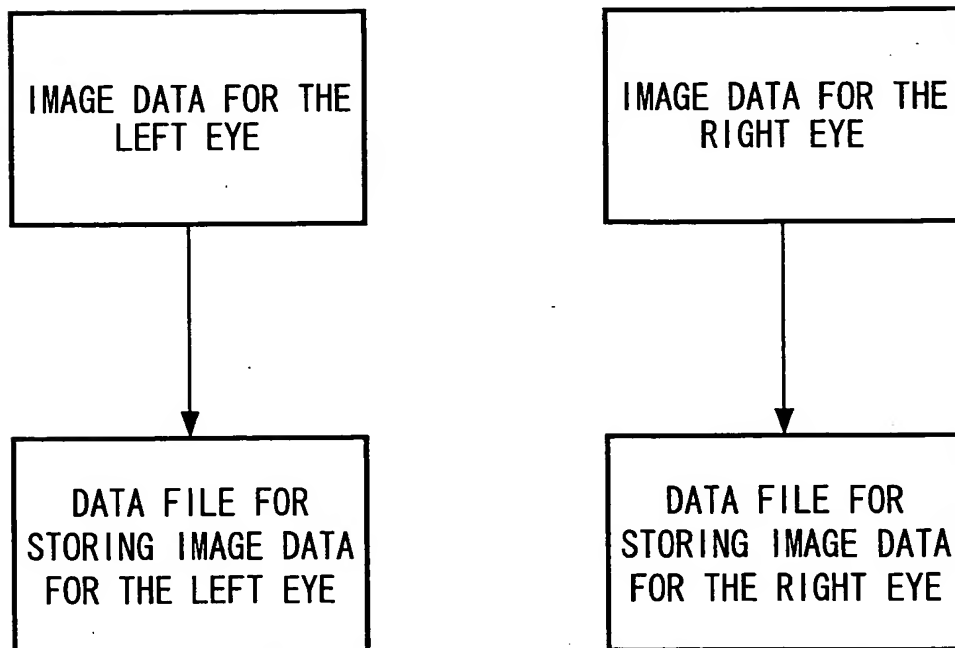
FIG. 37



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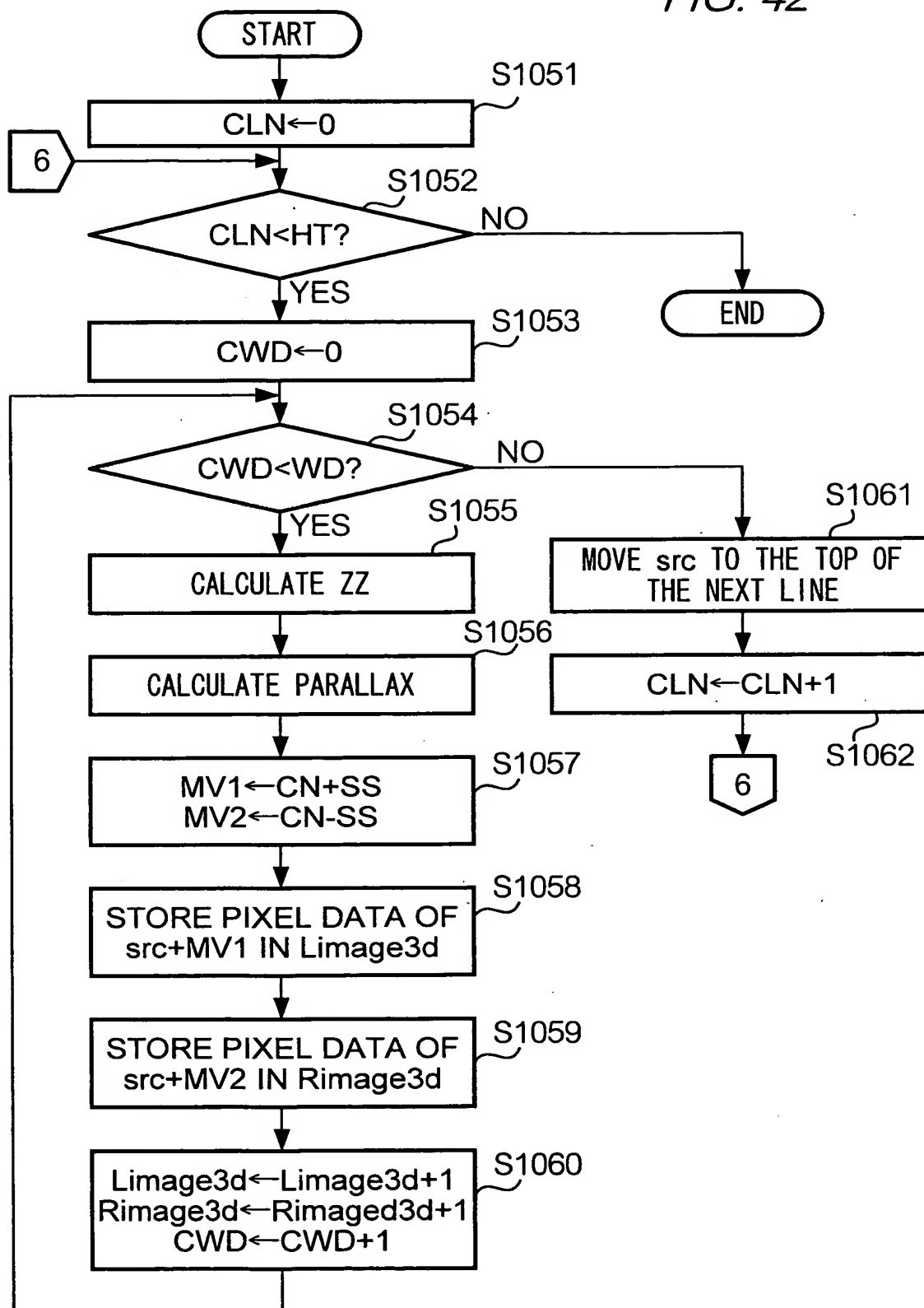
FIG. 38*FIG. 39*

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FIG. 40*FIG. 41*

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FIG. 42



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FIG. 43

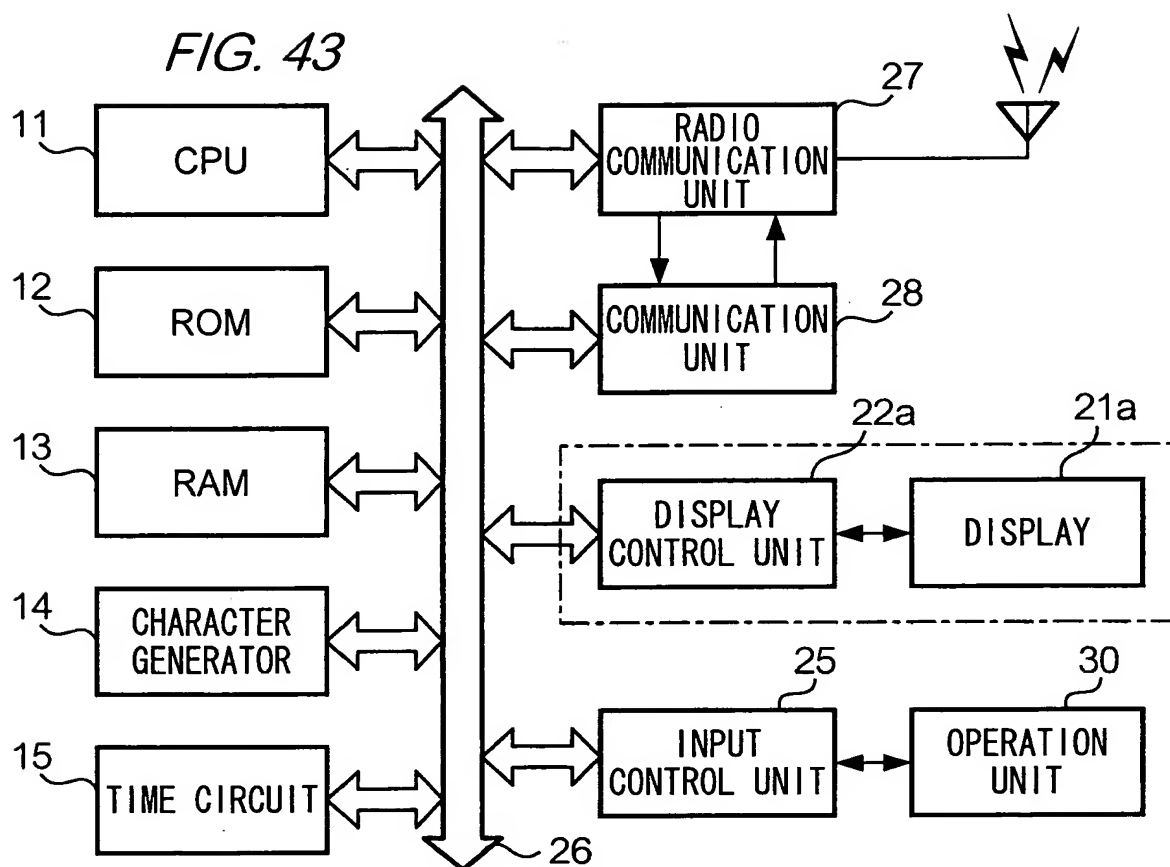
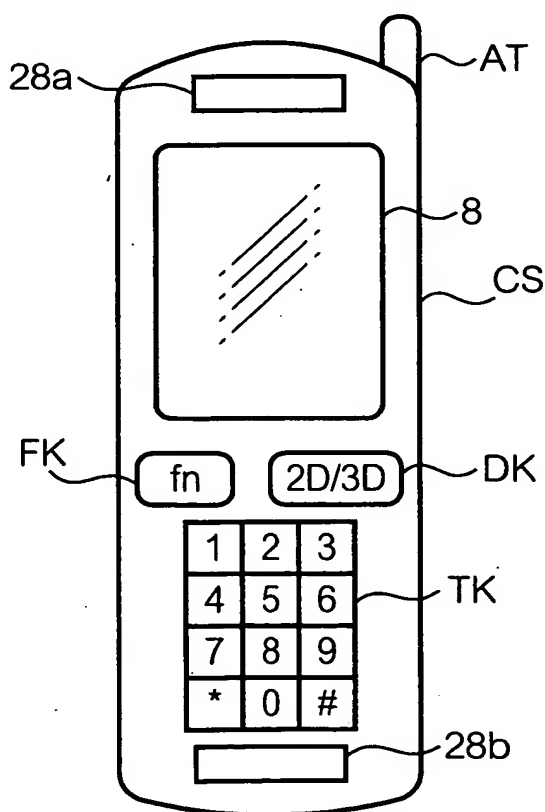


FIG. 44



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FIG. 45

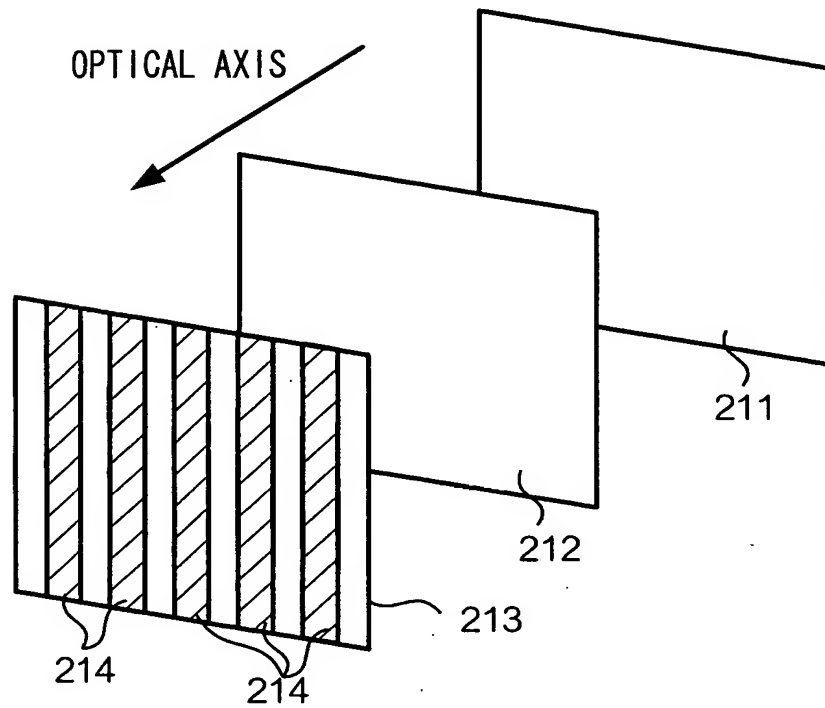
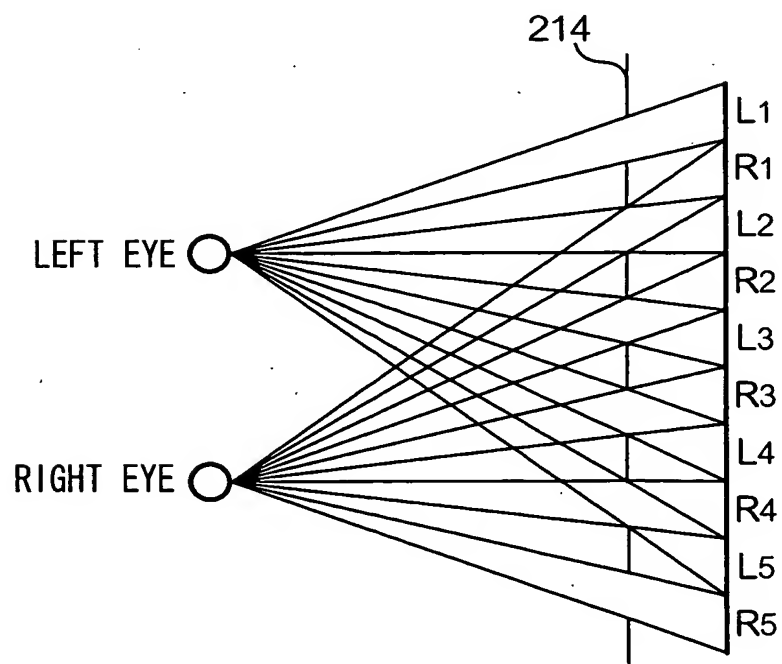
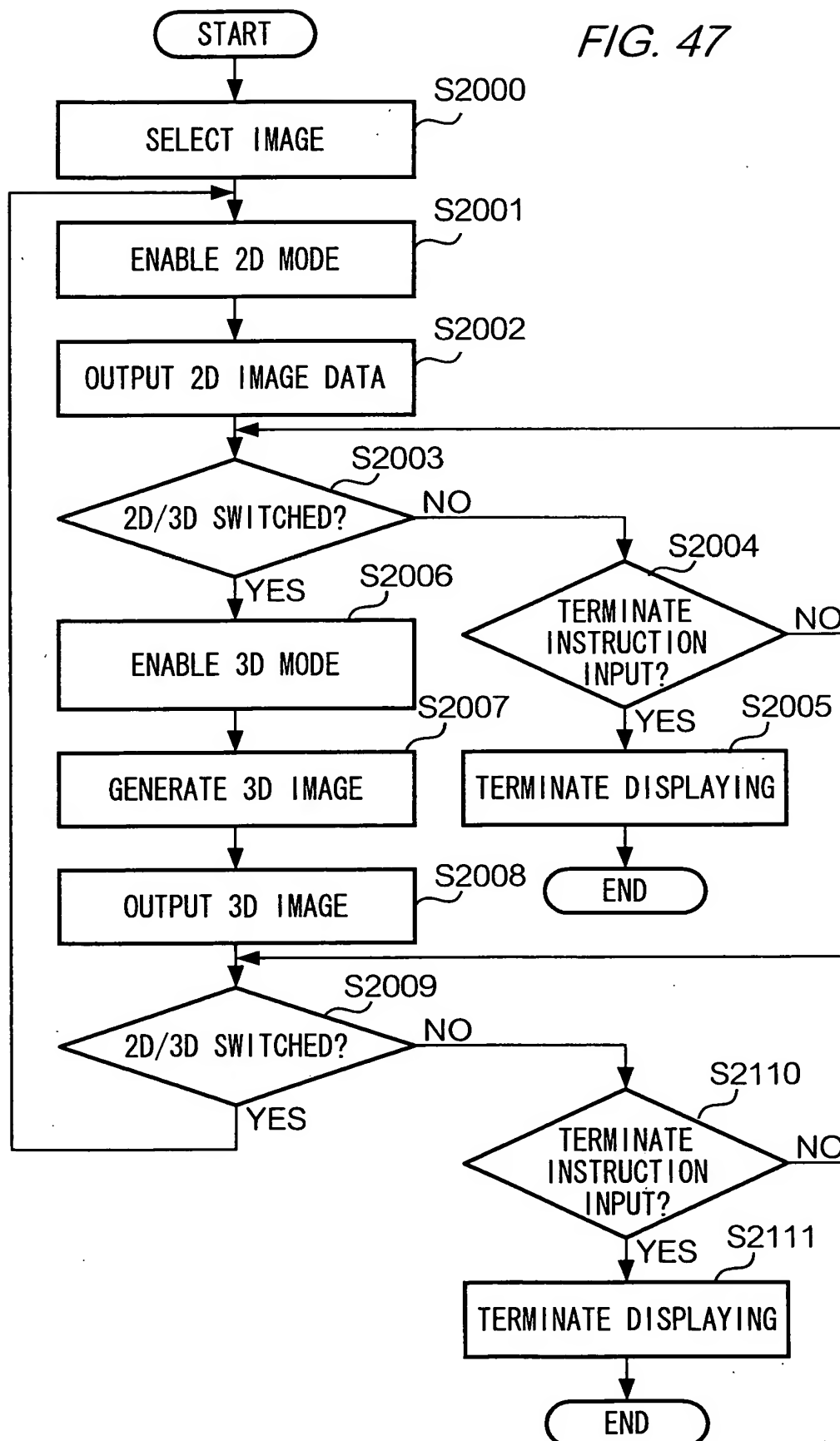


FIG. 46



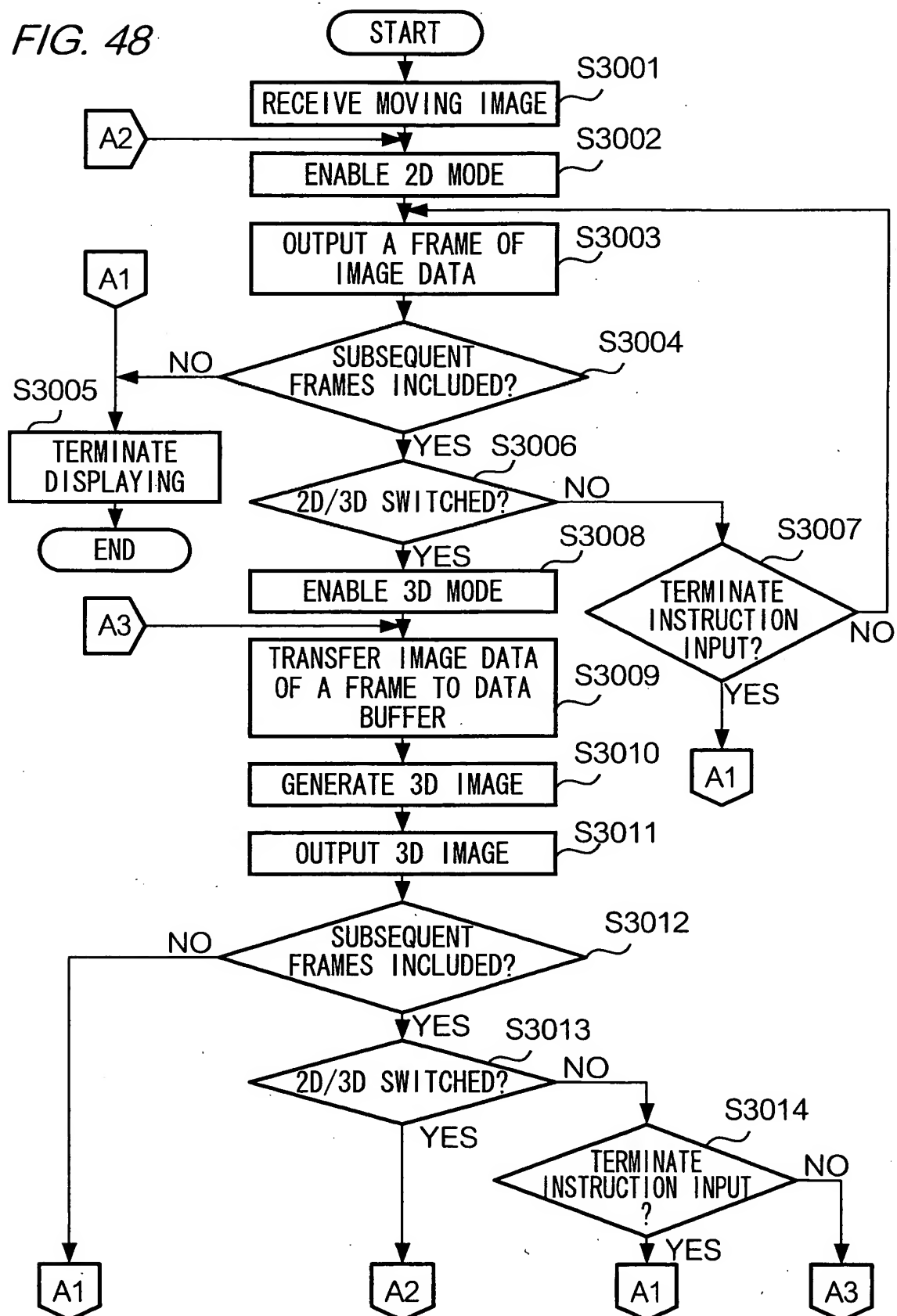
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FIG. 47



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FIG. 48



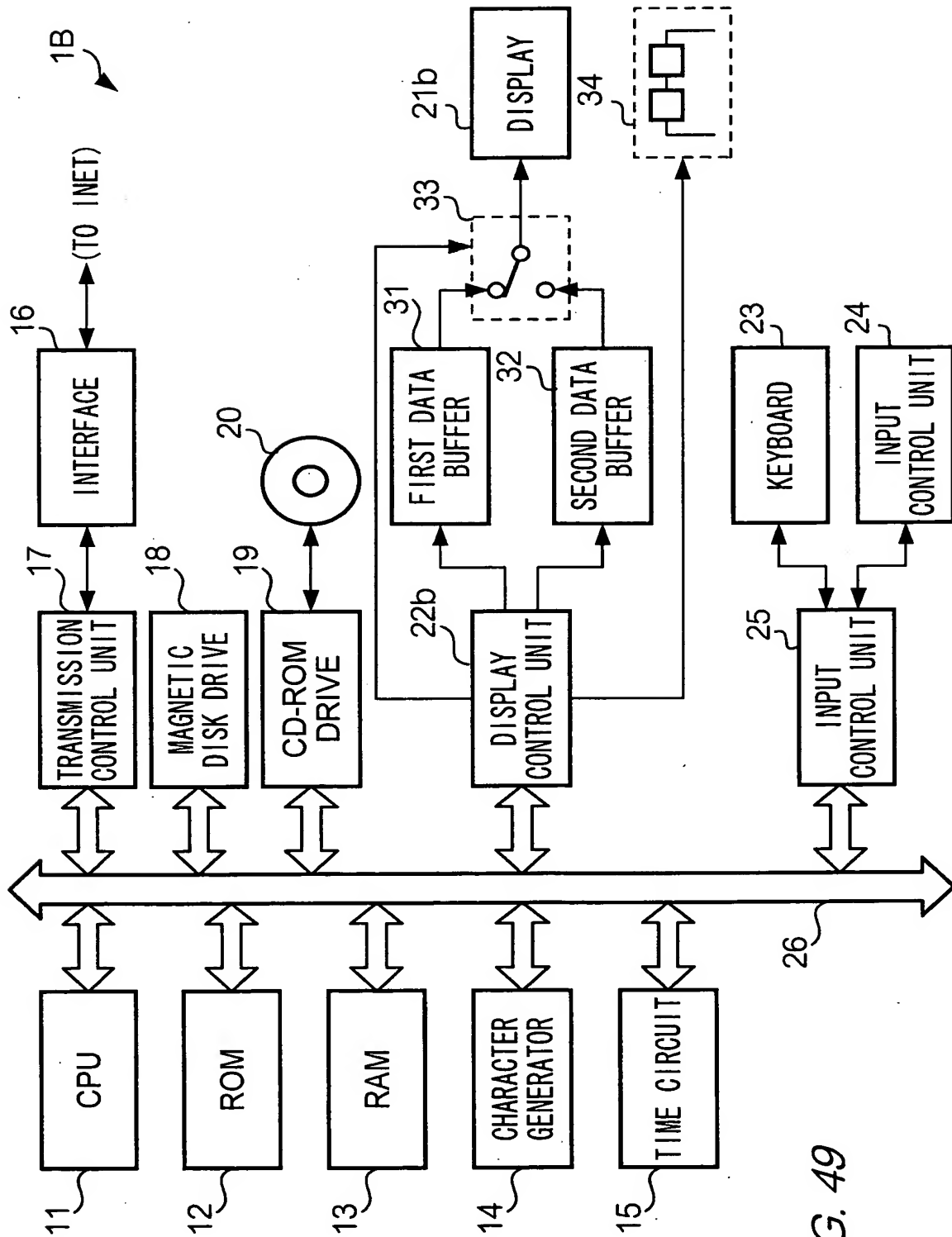


FIG. 49

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FIG. 50

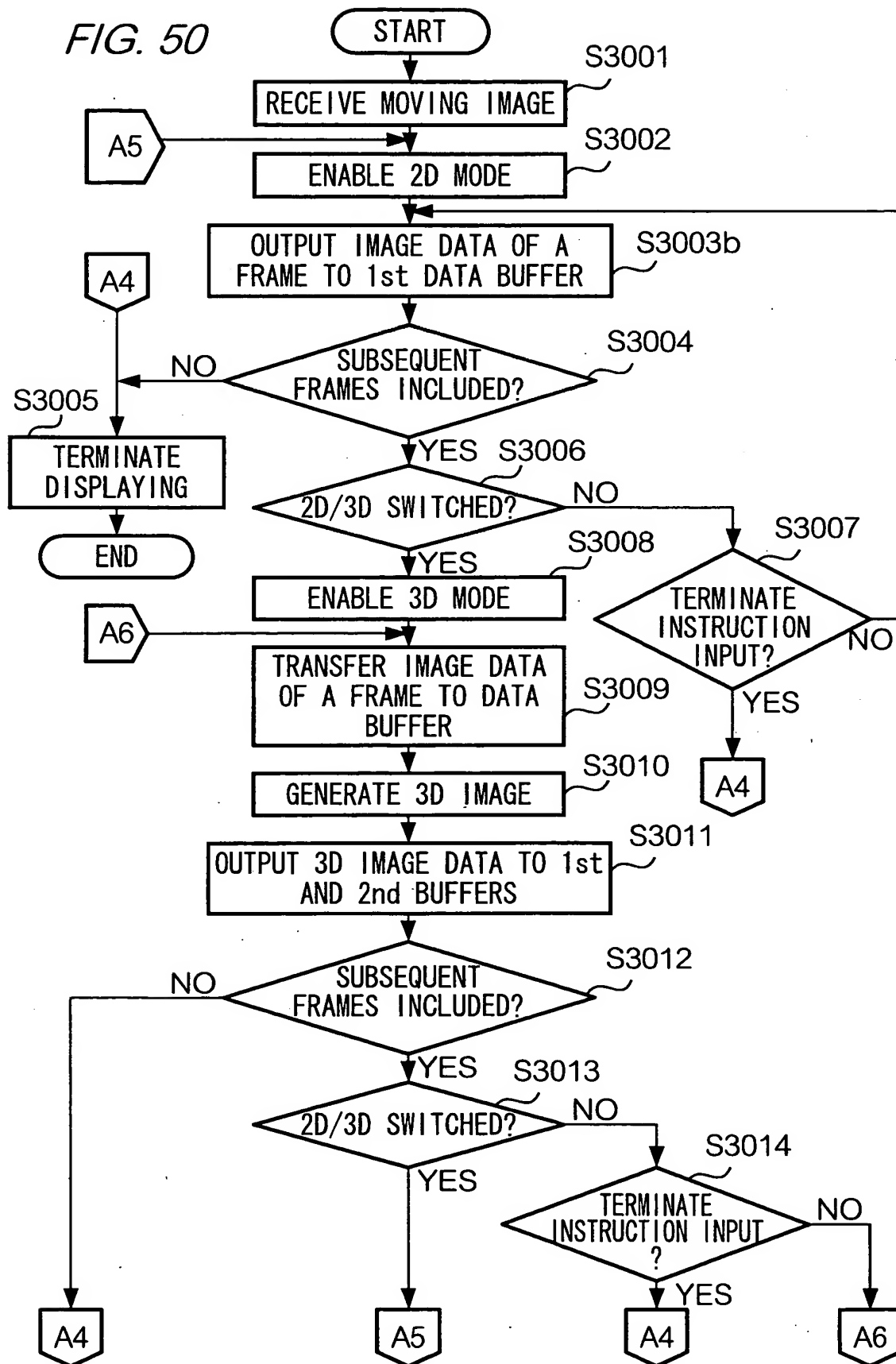


FIG. 51

